CU
NOVEMBER 1991 £3.75
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AN EMAP PUBLICATION

AMIGA

THE COMPLETE GUIDE TO THE AMIGA

2 SEXY 2 PLAY GAMES ?

THEN LOOK INSIDE TO GET THE GEN ON CREATING YOUR OWN

EX
COPY
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CLR

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

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BARD'S TALE CREATION KIT

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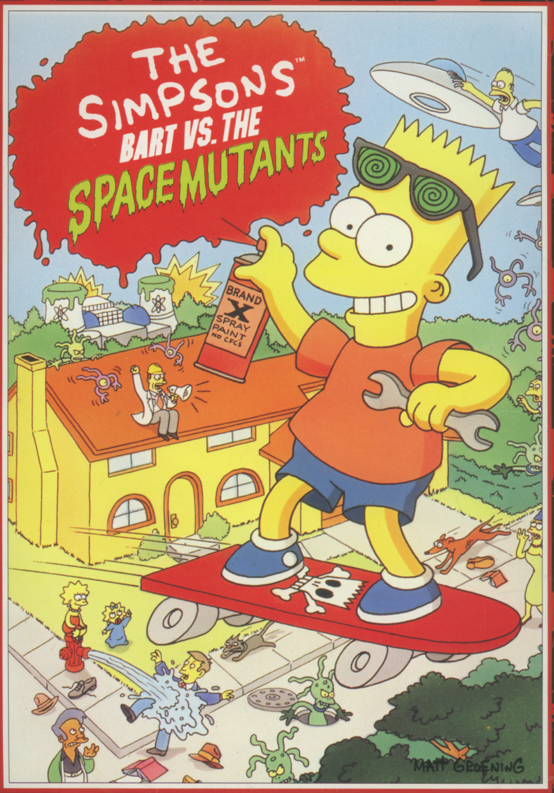
32 PAGES OF BLISTERING BLUES! OVER 100 GAMES REVIEWED - 60 'SERIOUS' PRODUCTS TESTED


THE SIMPSONS™
BART VS. THE
SPACE MUTANTS
BRAND X SPRAY PAINT NO CFC's
MATT GROENING

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PLAY THE GAME MAN!

MATT GROENING

Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

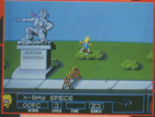
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

Save the Earth

BUy THiS GaME!
Thanks man.

CBM AMIGA
ATARI ST
SPeCTRuM
Commodore
AMSTRAd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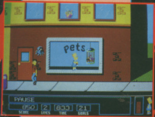
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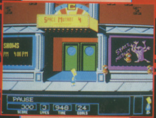
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MATT GROENING

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In 1979, a strange phenomenon shook the World – the Invaders landed – ensuring that life would never be the same again.

NOW THEY'RE BACK ... WITH A VENGEANCE!!!

Bigger, badder, brighter, bolder and better, Super Space Invaders sends the game that launched a thousand games rocketing into the 21st Century with a host of amazing features:-

- Level after level of increasingly weird and hostile invaders
- Amazing multi-way scrolling playfields
- Huge end of level mega monsters
- Secret hidden levels for only the best to find.

It's the sequel with no equal!

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CU AMIGA

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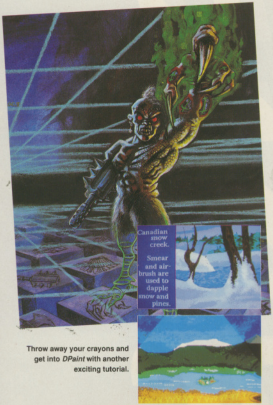
KONIX
JOYSTICK TESTER

TERMINATOR

When the Terminator meets the CU crew, what happens? Turn to page 59 to find out.



Canadian snow creek.

Smear and air-brush are used to dapple snow and pines.

Throw away your crayons and get into *DPaint* with another exciting tutorial.

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THE DISK

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NO CLICK – Silence that second drive.

DPAINT SLIDE SHOW – Display your art using this neat utility.

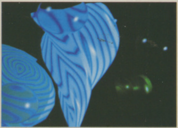
CHINA CHALLENGE – You Vs your Amiga in this update of the old classic, Mahjong.

H-BALL – Wall-breaking fun in this *Arkanoid* variant.

NO NUKES! – Simulate horrific third-degree burns and hair loss with your Amiga!

CUBULUS – Tobias Richter tests your skills with this tricky puzzler.

DLOCK – Keep your system safe from prying eyes.



Find out what Colourburst can do for you, page 155.

GAMES

53 Leading the way this month is an exclusive review of Core's Bluth-beater, *Heimdall*. However, the competition are a fine bunch, too, with Millenium's *Robocod* blowing us away and Geoff Crammond and Microprose's *Grand Prix* driving us to distraction. And rounding off the section we have further reviews of *Heart Of China*, *The Blues Brothers*, *Pit Fighter*, and *Leander*.

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184 Philips celebrate the success of their 8833 monitor bundle by offering you the chance to win one.

BLISTERING BLUES *195*

A new section, featuring a blistering 32 pages of everything you could possibly need to know for your Amiga. Featuring reviews of 100 of the best games ever, charts, tips, tutorials, an exhaustive buyers guide, and no less than sixty serious product reviews, the Blues are the place to be.

Core have the whole world in their hands with their latest blockbuster, the mighty *Heimdall*.

Follow in the footsteps of great British race drivers and fail to finish in Microprose's *Grand Prix*, or tackle the T1000 in Ocean's *Terminator 2*. Either way you'd better make sure you keep a copy of CU Amiga to hand.

REVIEWS

There are no less than three Superstars this issue, and a selection of Screenstars to support them. It's obvious that the Christmas rush is starting, and the games scene looks set to get much, much hotter...

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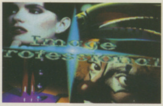
BUZZ

Spectra seminar reveals true colours. . . Safari so goody with RGB's TV debut. . . Rotec unveil tiny disk drive. . . Sybil arrives to solve your disk problems. . . Elvira says "I'll be back" . . .Powermonger finds a novel form . . .40-player flight sim launched

THIS IS THE VOICE OF SPECTRA

Checkmate Digital will be holding a *HAM-E* seminar on the 16th of November at the World of Commodore show. The event is designed to introduce all potential 24-bit graphics users to the merits of the budget priced *HAM-E* boards.

The world preview of *Spectracolor*, a *HAM-E* graphics package, is expected to raise a considerable degree of interest amongst the graphics fraternity. Retailing at only £69.00, it's easily the cheapest 24-bit art package available, yet if claims for it hold true, it promises to sacrifice nothing in terms of quality. Interested parties are invited to attend at 10.30 am, where they'll be shown 'a large amount of high quality 24-bit animations and stills'. For further details contact Checkmate Digital on 071 923 1655



NVIEW PRESENTS...

Media specialists Nview have just released two new products for the boardroom. The *Mediapro*, which retails at £5995 exclusive of VAT, allows you to project computer images, animations, etc, directly through any overhead projector.

The *Spectraplus* which costs a whopping £7995 excluding VAT allows you to connect two computers and two video sources (video recorder, camcorder, etc) simultaneously. The incoming signals can then be mixed in real-time and displayed via an overhead projector.

Both units feature a maximum resolution of 640x480 pixels, and they're capable of displaying up to 32,000 colours.

For details contact Wendy Simpson at MMC Group on 081 336 1282.

SKINNYDIPPING DRIVES

Rotec's new disk drive is the smallest yet seen on the Amiga.

The drive has all the features of its standard counterparts, but is only three quarters of an inch high. There's also a mark 2 version which is CD-TV compatible. So, if you're the person who bought the CD-TV you're in luck.

Rotec are also producing a range of cheap Genlocks and chromakey systems which will retail for less than £200. Genlocks and drives are available from Silica Shop.

SOUND BENDERS

Australian-based RamScan software's follow up to *Audiomaster* sampler will boast features never before seen on this type of software.

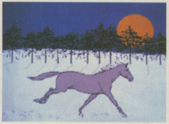
Like its hugely successful predecessor, *Audiomaster 2* includes both hardware and software – but it's biggest new attraction is 4 Times Oversampling, which cuts down distortion on slow sample speeds, letting you create longer samples with less memory. Pitch bending is another feature new to this package. This allows the pitch of samples to be altered when played back or played at a different speed. This impressive-sounding package can also cuts out selected frequencies and will sport real-time zoom, hardware filters and progress metres.

There's also a novel program called DJ which stores up to 180 sounds then plays them back with a click of the mouse.

REAL THINGS ON SAFARI

RGB are working with Granada television to promote their new range of *Deluxe Paint* animation disks.

The first release is *Real Things Safari*, which is produced in conjunction with wildlife program Survival. It features over 20 animal animations including lions, tigers and wildebeest. All the animations are based on actual video-taped footage, and have been given the thumbs-up by expert zoologists.



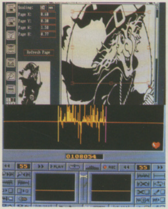
Disk two is *Real Things Sealife* which features the bizarre and beautiful species that swim in tropical seas. All the animations are designed to work in eight and sixteen colour modes and work in much the same way as clip art. Both disks will retail for £29.95

PANDAAL'S 2

Bedford-based Paandal Marketing Ltd have announced two new products for the Amiga.

The first is a stereo sampling, sequencing and tracking package called MEGAsound. Next up is the version 2.00 of the DAATAscan Professional package, which features a host of user-suggested enhancements, including a resizing option and a full view of the scanned image.

Amiga DAATAscan users will be able to upgrade from version 1.00 to the new version 2.00 and, it is claimed, any DAATAscan user will be able to use the new software immediately. The costs for the two new products are £15 for the Daatascan upgrade and an introductory price of £39.95 for MEGAsound. Tel: 0234 855666 for details.



SYBIL DRIVES THE DISKS

The weirdest sounding product this month is SYBIL, a disk drive operating system from Utilities Unlimited.

Its major plus is complete compatibility with Readysoft's *Amax II* Macintosh emulator. Previously, only the B2000 version could read Mac format disks, but SYBIL recalibrates the drive to do the job. And there's a file transfer program which converts Atari, PC and Mac files to any DOS format.

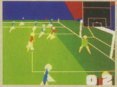
SYBIL also features a unique disk compression system, which compacts files while retaining the original copy protection. The files can then be stored on floppy or hard drive or sent via modems. The compression rate is variable as the higher it is the longer it takes to compact and expand.

SYBIL can read and format high density disks. This allows up to 1.12MB of data to stored on HD disks and any standard drive can read them. SYBIL is due in the country soon and will retail through Blitsoft at £89.

Upgrades are expected in the future.

GRAEME SOUNESS' VECTOR SOCCER

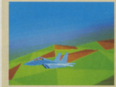
Anfield's finest is the latest footy star to be given the pixel treatment. *Graeme Souness' Vector Software* features players, backdrops and a ball designed entirely from vector graphics. Like most 3D games the action can be viewed from several angles, six in this case, and the amount of objects onscreen can be reduced to speed up the action.



The game is based around an international tournament which features eight teams and kicks off in the quarter finals. *GSVS* should be in the shops now priced at a striking £24.99.

MiG 29 SUPER FULCRUM

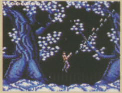
Winging its way from Domark is *Super Fulcrum*, sequel to their top ten flight sim *MiG 29*.

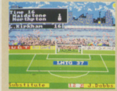


The game is based around an updated version of the MiG which features improved engines, better avionics and more manoeuvrability. The game itself will run faster and has fractally-generated mountains. This time you're assigned to an international drug busting agency who have been given the uneviable task of wiping out the South American drug cartels. The packaging contains a book detailing currently favoured super-power war planes, and a wipe-clean map so you can plan your missions. Full review next issue.

CAPCOM COLLECTION

In this age of recession and strife and with Christmas knocking on the door, compilations are one of the best ways of stretching your money. This one features eight of Capcom's biggest games. *Strider* has you taking on the Red Army single handed, as well as a giant communist gorilla. *Forgotten World's*, programmed by Tiertex, pits you and a mate against Bios, God of destruction. *Dynasty Wars* gives you a horse, some sharp weapons and plenty oriental hack, slash and magic. Along with these are *UN Squadron, Ghouls 'N' Ghosts, Strider 2, LED Storm* and *Last Duel*. The *Capcom Collection* will be in your shops shortly.



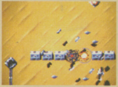


FOOTBALL DIRECTOR 2

D+H are re-releasing a revamped version of their soccer management simulation, *Football Director 2*. The new game features different teams, new players and upgraded statistics. The game can be played over 38 seasons and has all the major domestic and overseas competitions. Kick off by managing a lowly fourth division club with a salary in double figures. From there on build up a squad, earn several promotions and add to the silverware collection. *FD 2*'s release is imminent, priced at £24.99

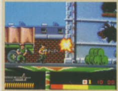
MAXIMUM XTRA

New from US Gold comes a compilation of some of the best shoot 'em ups ever. *Maximum Action Xtra* features *Turrican 2*, Rainbows Arts' scrolling platform blast; *ST Dragon* from Sales Curve, which has you riding abreast an alien bashing lizard; *Nightshift* from Lucasfilm which casts you as nightwatchman in movie making factory, and *Swiv* from Storm which scored a cracking 90% in CU Amiga. *MAX* is due out now priced £27.99



FIREFORCE

This game from Electronic Zoo hails back to the days when *Green Beret* was the king of the coin-ops. Arm yourself to the dental cavities, destroy terrorists, drug runners and other undesirable elements. The game allows you to save out your commando between missions in case anything untoward happens. It also boasts more weapons than you could sell to the president of Iraq. Coming in December priced at £25.99.



BUZZ

TERMINATOR MANIA

With *Terminator 2* just about to hit the shelves, CU Amiga can reveal that Arnold Schwarzenegger will most definitely be back on the Amiga.

The rights for *Judgment Day: The coin-op* are up for grabs, and it's believed that several UK software houses are interested. Meanwhile the Acclaim console version of the original Terminator is soon to be released through Mirrorsoft and looks likely to be converted to the Amiga. Ocean handled the Amiga version of another Acclaim licence, The *Simpson's*, although its doubtful whether they'll follow this with Arnie, considering the mixed reviews Bart and co. received.

ON THE RIGHT TRACK

If you've ever wondered what your drive is doing while it's writing or reading a disk *Super Tracker* may help you out.

The unit fits into the last external drive in a system, then via a digital display tells you what track and side is currently being read. Allegedly this can be useful for pinpointing faults on a disks. *Super Tracker* will work with any model Amiga and will carry a £44.95 price tag.

WORKBENCH 2 PROBLEMS?

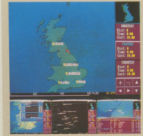
Commodore's new Workbench 2.0 Amigas are failing to work with a considerable amount of software, claim sources.

Allegedly, the machines won't run up to 50% of software – but Commodore say that the Amigas were tested on 650 different programs and only failed on four. Commodore claim that programmers were briefed on the new specification over 18 months ago – so they had more than enough time to design their software around it.

Similar problems occurred when Commodore upgraded the A500 from 1.2 to 1.3., and on this occasion, too, the programmers took the blame. Commodore are also accusing a minority of dealers of supplying incorrect software with the machines in order to get them on sale as soon as possible.

STEER CRAZY

If you feel that driving down a motorway with an AA Route Map safety pinned to the steering wheel is dangerous, you can now plan out how to get from A to B well in advance.



The latest *GB Route Plus* can generate up to 25,000,000 routes, calculating the shortest, fastest and most fuel-efficient ones. All major motorways and A and B roads have been included, along with cities, towns and villages. If you can't go for more than a couple of hours at a time without a toilet stop, this will show all the service stations en route – so no more crossed legs or hiding behind bushes. The program can also be told to avoid certain locations or to plan out a journey so you can make a stop on your travels.

No-one has yet come up with a portable Amiga, so fortunately, *GB Route* supports colour and mono printers so your journey can outputted and taped to the dashboard.

CARTOONING AROUND

The Sales Curve are expanding their operations with the acquisition of UK publishing rights to US-based Hi-Tech Expressions' cartoon licenses.

Hi Tech hold the rights to more cartoon characters than any other software house. Their current stable includes Hanna Barbara stars The Jetsons, The Flintstones and Looney Tunes, along with Gremlins from Warner Brothers and Walt Disney characters, such as the Rescue Rangers.

Expressions are also responsible for the Sesame Street educational series, which stars Cookie Monster in *Me Look For Cookie* and *Growing Up With Sesame Street*. They also publish a range of utilities for children such as *The Muppets* and *Looney Tunes Print Kits*.

WANTED

BRAVE ADVENTURERS

NO PREVIOUS EXPERIENCE NECESSARY

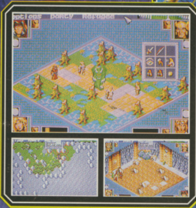
If you've ever pictured yourself as a Brave Adventurer but have been put off by the complexity of Role Playing Adventures this is the game for you.

Shadow Sorcerer has all the excitement and intrigue of AD&D® 's more complex adventures and also features the following "gamer friendly" innovations:

Shadow Sorcerer

- *100% "point 'n' click" icon control (no laborious typing).*
- *3D isometric play area giving you more control on the playing environment.*
- *Control up to 4 characters in a life or death struggle against evil.*
- *Hexagonal grid map aids strategic planning.*
- *Combat action adventure.*

This new concept in role playing adventures means that in minutes you could be confronting the Shadow Sorcerer, the down side is that within minutes you could also be dead!!



Screen shots from Atari ST version.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

BUZZ

A2 BRUTE?

Fujitsu have come up with what has to be one of the most versatile and cheap printers available.

The DL1200 can print labels, on envelopes and on A4, A3 and A2 paper, as well as being able to adapt to colour printing via a simple add on. It can output at 240 characters per second in six different fonts through its 24-pin head . At the moment there's a 13-font pack which costs £75 and a 35-font expansion unit priced at £175. It's also capable of emulating the Epsom LQ-2500 and 2550. At only 195mm x 526mm x 250mm it's also extremely small considering its mighty potential.

RAM WARS

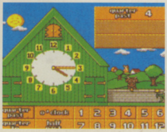
While Commodore are battering the low-end RAM expansion market by supplying Amigas with 512K upgrades, companies are hitting back by slashing the prices of larger chips.

Cortex are in the forefront of this cut-price consumer war by slashing 10% off their Commodore-approved 2, 4, and 8Mb expansions.

FUNSCHOOL GOES CD

Europress publishers are moving into multimedia with a compact disk version of the popular educational package, *Funschool 3*.

Under 5s and *5-7s* are the first to be converted and feature graphic and sound improvements over their disk-based baby brothers. Each pack comes with six games on one disk which encompass counting, reading, art and logic puzzles. Also on its way is Fun School for the over sevens which has five games that deal with distances and direction, maths, a word search, an art package and a spelling, punctuation and grammar program. All three disks should be in the shops by December.

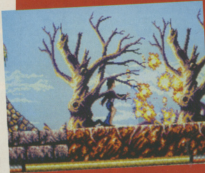


THE LADY IS A VAMP

Elvira is becoming the most marketable little (?) computer person – despite not having been on TV in ages. Following Horrorsoft's Elvira adventures is Flair's *Elvira the Arcade Game*.

This time Elvira has to vanquish a hoard of monsters and demons from the realm of the Wizard King. The graphics are all in 32-colour mode, which makes the game meg only. The backdrops are made up from multi-level parallax graphics which move at up to 30 frames a second –and Elvira is made up from an incredible 120 frames of animation. She can employ magic as well as brute force to help complete her mission.

Elvira's not on her own though; if she collects enough cash she can buy spells and information in a sub-game which features a mysterious and spooky shopkeeper.



TELEPHONE HEROES

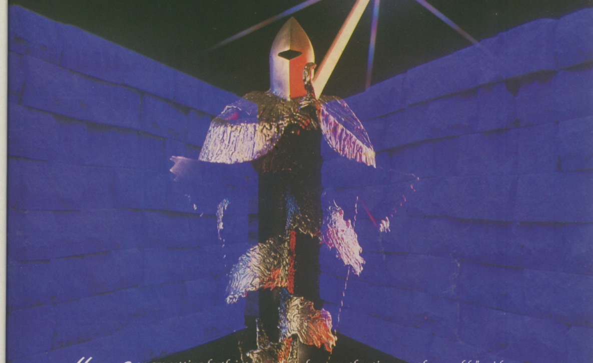
Most flight sims allow two players to go head-to-head, so how about one that has twenty times that many human pilots jetting around the skies?

Air Warrior is a modem-based flight sim that can accommodate up to 40 individual players. Most of the action takes place from inside the fighter cockpit, although if you become bored with that you can become a bomber pilot or tank commander. Start the game aligned to a country, but there's nothing stopping you going on a solo quest against all-comers.

The game originated in America, where it's estimated that a total of 250,000 flying hours have been accumulated between its various pilots. On-Line Entertainment will be running the network and the cost of logging on is £1.50 an hour. That doesn't include the standard phone charge, so only healthy bank accounts should apply.

On-Line are also breathing new life into *MUDS*, the multi-user modem RPG. Both systems should be up and running now.

Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?

CAPTIVE GAME SYSTEM

BROADSWORD

Available for Amiga & Atari ST

Knightmare is copyright Anglia Television and Broadsword Television.
Game copyright 1991 Mindscape International Limited.
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Written by Tony Crowther.

MINDSCAPE

ANGLIA
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For your local dealer, contact: **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG Tel: 0444 831 761

BUZZ

OUTSIDE BOOT

External drives are far superior to the humble Amiga DF0, but you couldn't boot from them until now.

Blitsoft's Boot Drive Board installs inside the Amiga and tricks it into thinking that the external drive is actually the internal one. It also stops unused drives from clicking. BDB should be available in a couple of weeks priced at 39.95.

WALKING IN THE SHADOWS

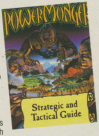
US Gold have unveiled the next three games in their AD&D series, one of which is targeted at RPG amateurs.

The first of the three will be called *Citadel Of The Black Sun*. USG have commissioned German team team Softgold to write the game and come up with a new style of combat system. Following that will be a game based on TSR's World Of Greyhawk D&D module, which will be in the same vein as Origin's *Ultima* series.

Finally, there's *Shadow Sorcerer*, an RPG aimed at people who have no experience with the genre. The design team is made up from Paul Cockburn, who used to work for Dungeons and Dragons publishers TSR, Mike Wilding who's in charge of US Gold's special projects department, and Graham Lillee the senior programmer at Clipper software. They're aiming to produce a play system that cuts out the complicated D&D rules and the huge manuals that come with those epic sorts of game.

POWERMONGER -THE BOOK

Electronic Arts have taken a lead from their US based producers Interplay by producing a tips book in story form.



Their first release is for *Powermonger*, and is based on an account of the battles as witnessed by Ptarmigan Burlihoo, imperial poet laureate (retired). It outlines each of *Powermonger*'s islands with 27 maps and tips on what towns to capture and how to go about achieving absolute power.

Interplay, who wrote the *Bard's Tale* series, has mined this profitable vein by producing several books to outline possible solutions to their role-playing epics. *Annals of Powermonger* will be priced at £7.50 for 80 pages.

In the meantime, *Powermonger*'s programming team, Bullfrog, have decided to split from Electronic Arts to form their own label. EA still hold the rights to publish Bullfrog's next to games, *Populous 2* and *Bob*, but after that Bullfrog will publish as an independent label.

FOOT CONTROL

Put your foot down and insist that someone buys you Spectravideo's oddball new pedal controller. The foot pedal controller acts as an enhancement to a conventional joystick and comes with three pedals which can be pressed by the foot, in much the same way as the clutch, brake and accelerator in a car. These three pedals can also be programmed to replace any three of the five functions of a conventional joystick, up, down, left, right and fire.

Ideal for race games, perhaps? The Foot Pedal Controller is available, price £24.99

its showtime

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World of Commodore

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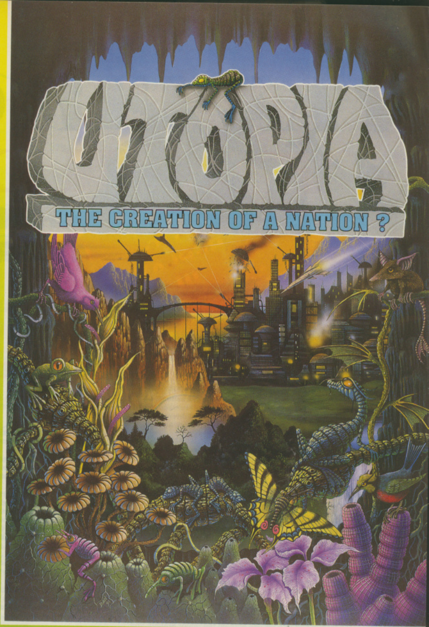
see you on
15th – 17th November *at*
Earl's Court 2, London.

TIMES
9am-5.30pm November 15-16;
9am-4pm November 17


UTOPIA
THE CREATION OF A NATION ?

Screen shots from various formats.

SUPER STAR "The best game Gremlin has ever released." **94%**

THE One "A cross between Sim City & Populous." **93%**

GAMES-X GAME OF THE WEEK "Utopia is an excellent game."

AMIGA COMPUTING GAMER GOLD **93%** "The next Generation in Godgames"

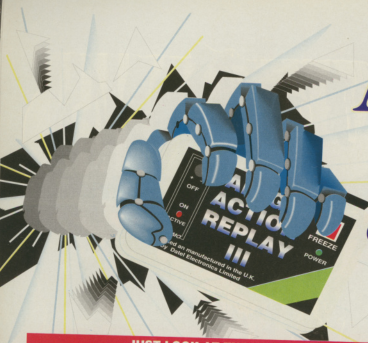
ACE TrailBlazer Ace Rated **920**

Can you create Utopia? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend your money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

GREMLIN®

Available on: PC (1992), AMIGA & ATARI ST/STE.

Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street,
Sheffield S1 4FS.


OFF
ON
ACTIVE
AMIGA ACTION REPLAY III
FREEZE
POWER
Designed an manufactured in the U.K. by Datel Electronics Limited

ACTI
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CARTRIDGE ISNO

NOW WITHMAS
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YOUR

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

- **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW **SUPER POWERFUL TRAINER MODE -**
now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

- **IMPROVED SPRITE EDITOR**
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

- **VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER.**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

- **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE -**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **MANY MORE INSTANT CLI COMMANDS -**
like Rename, Relabel, Copy, etc.

- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

- **FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.

MO

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AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF YOUR AMIGA AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM

- **DOS COMMANDS**
  Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTOR -**
if you enter a command without a filename, then a file requestor is displayed.

- **DISK COPY**
  Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

- **BOOT SELECTOR**
  Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

NEW **PLUS IMPROVED DEBUGGER COMMANDS -**
including Mem Watch Points and Trace.

- **DISKCODER**
  With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP -**
allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**
  Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

- **DISK MONITOR**
  Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

NEW **IMPROVED PRINTER SUPPORT -**
including compressed/small character command.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING...

- Full M68000 Assembler/Disassembler ● Full screen editor ● Load/Save block ● Write String to memory
- Jump to specific address ● Show Ram as text ● Show frozen picture ● Play resident sample
- Show and edit all CPU registers and flag ● Calculator ● Help command ● Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers! ● Notepad
- Disk handling - show actual track, Disk Sync. pattern etc. ● Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal ● Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR DE-BUGGING OR JUST THE INQUISITIVE!

AUSTRALIAN DISTRIBUTOR
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ON YOUR DISKS

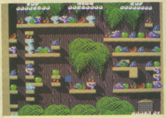
Platform fans are in for a treat with System 3's *Fuzzball* – and you can stretch your grey matter further with our two brain teasers:*Cubulus* and *China Challenge*. Protect your disks from prying eyes with *Dlock*, watch a picture show with *DPslide*, and break down the walls with *H-Ball*. In the meantime, could you survive a nuclear explosion? Find out with *No Nukes*! And finally, stop annoying drive clunks with *No Click*. All this plus the Screen and Tune of the Month.

COVERDISK 20 IS NOW LOADING!

FUZZBALL

Abandoning the Ninjas and arcade/adventures that made their name, System 3 have opted for a rather neat slice of lunacy starring a little furry blob called Fuzzball. He's been plonked at the start of fifty alien-filled screens, and his only goal is to make his way through them. However, the aliens have got other plans for our rotund hero, and are out to thwart his escape.

For Fuzzball to clear a level, he must collect the fruit and sweets that litter the screen. However, the creatures also share the screen with the food, and won't let it go. Contact with them kills our hero instantly. To his advantage, though, Fuzzball is one of the most manoeuvrable characters ever to star in a computer game, and, using the usual directional controls of the joystick, he can be made to scoot and jump left and right on to the many platforms (and inertia allows him to turn mid-jump), whilst the firebutton prompts him to gob a spit-ball at any oncoming nasties, paralysing them for a few seconds. Once they return to normal they become extremely mad

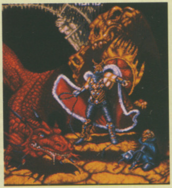


TUNE OF THE MONTH

This month's tune is called *Total Recoil* and was sent in by M Sheeky of Crewe who wins a year's subscription to CU. If you think that you've got what it takes to write a winning tune, send your entries to: Tune of the Month, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Coverdisk space is a rare commodity so try to limit your tunes to 110k.

SCREEN OF THE MONTH

This month's pic is called Dragon, and was sent in by Acme of Sweden. His prize of a year's subscription to the magazine is on its way to him. If you think you're a bit of an artist, send your work to: Screen of the Month, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



NO CLICK

Does the clicking of an empty external disk drive get on your nerves? Well here's a utility that will put a stop to it. On coverdisk 20 you will find a file called '*No Click*'. You'll need to copy this file into the root directory of a disk. Once you have the file on a disk you must then add its file name to the startup-sequence. Now, when you load the disk, you should find that the drive(s) won't click they're empty. It's a bit unpredictable sometimes the click stops immediately and other times it takes a little longer. Cheaper than anti-click hardware, and just as effective.

DELUXE PAINT SLIDE SHOW

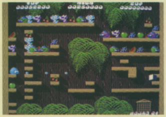
Now you can create your own *DPaint* slide shows with *DPslide*. You can choose the length of time a picture remains on the screen then fade in, pop up or fade out to the next one. You'll need to write a command file (use any text editor) to enable the program to loop through the slides. It should contain the picture name followed by its duration

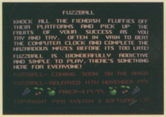
Welcome to CU's Disks 20 and 21, where we bring you two-disk value-for-money yet again. That's twice as much room for games, demos and other useful utilities.

DISK 20&21

and come after our little hero without mercy. So, when a creature is turned into a ball, Fuzzball should run across and punt them into the perilous chasm at the bottom of the screen to end their menace for good. Clever players, though, can repeatedly stun the creatures before killing them as this gains them higher bonuses for the added risk factor.

Our demo features three levels taken from assorted stages of the fifty-level game, and will give you a taste of what to expect in the finished version. System 3 are having trouble categorising *Fuzzball* as it can't really be described as cute, although the main sprite is a jolly-looking fellow, and it can't be described as a puzzle game, although a pattern is needed to complete each stage. However you describe it, though, there's no doubting that *Fuzzball* is one of the most addictive platform romps to appear for ages, so grab a joystick, boot it up and give it a go...





FUZZBALL

KNOCK ALL THE FIENDISH FLUFFIES OFF THEIR PLATFORMS AND PICK UP THE FRUITS OF YOUR SUCCESS AS YOU TRY AND TRY, OFTEN IN VAIN TO BEAT THE COMPUTER CLOCK AND COMPLETE THE HAZARDOUS MAZES BEFORE ITS TOO LATE!

FUZZBALL IS WONDERFULLY ADDICTIVE AND SIMPLE TO PLAY, THERE'S SOMETHING HERE FOR EVERYONE!

FUZZBALL- COMING SOON ON THE AMIGA

FUZZBALL- RELEASED 11TH NOVEMBER 1991

PRICE-£19.99.

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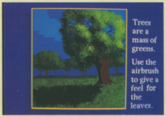
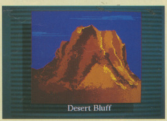
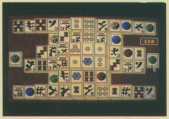

Trees are a mass of greens.
Use the airbrush to give a feel for the leaves.



on screen and the effect used to bring in the next shot (0 to pop up a picture, 1 to fade it in and 2 to fade it out). For example Mypic,1,0,0,5 House,0,0,0,7 would display Mypic for 5 seconds using the fade in method and House for 7 seconds using the pop up method. To run the program type= DPslide <commandfile>. The commandfile can be any name that you like. Full instructions are on the disk.

CHINA CHALLENGE

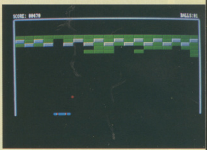
Mahjong has baffled the Chinese for centuries, and now you can find out why they prefer it to chess. The object is to remove all 120 tiles from the screen. Tiles can only be taken as matching pairs which have no other pieces to their right or left. To select a tile click on it with the pointer, and if it's free it will be displayed on the left. Pick a second tile,



if it has the same image and is also free it will be displayed on the right. Double click the second Tile to remove the pieces. Keep doing this until all the tiles have been paired or you can't find a matching pair. Full instructions can be found on the disk.

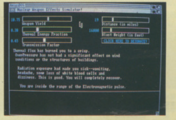
H-BALL

If you enjoy playing games like *Breakout*, *Arkanoid* and *Amegas* then *H-Ball* is for you. The game is pretty much self-explanatory: knock away all the bricks and keep the ball from falling off the bottom of the screen. There are 30 different screens featuring extra-strong and exploding bricks. Instructions are on the disk.



NO NUKES!

This program by Rodger Holmstedt will calculate your chances of surviving World War Three. *No Nukes* is a

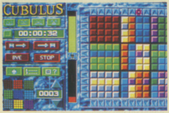


```
AmigaDOS
Nuclear Weapon Effects Simulator!
10.75 Weapon Yield                19 Distance (in miles)
0.30 Thermal Energy Fraction   16000 Blast Height (in feet)
0.45 Transmission Factor          CLICK HERE TO DETONATE!
Thermal flux has burned you to a crisp.
 OverPressure has not had a significant effect on wind
 conditions or the structures of buildings.

  Radiation exposure had made you sick--vomiting,
  headache, some loss of white blood cells and
  dizziness. This is good. You will completely recover.

   You are inside the range of the Electromagnetic pulse.
```

LOADING YOUR DISKS

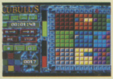
Both disks boot automatically from the internal drive. Disk 20 starts with a tune and a pic, followed by the menu screen. When it's loaded, kill the tune by pressing the right mouse button then press the function key of your choice to load a program. To load Disk 21's programs just use the function keys.

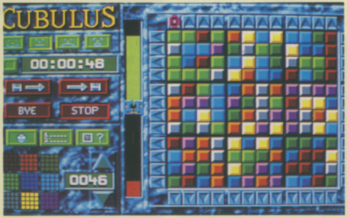
nuclear weapon effects simulator which uses information based on precise mathematical data. You can calculate your post-holocaust life expectancy by entering statistics such as thermal transmission, distance from blast, height of explosion and Megatonnage.



CUBULUS

Cubulus is a mindbending puzzle game written by Tobias Richter. There are four levels of play ranging from easy to ridiculously hard. It works just like a two-dimensional Rubik's Cube, with the object being to rotate sections of each square to make it the same colour throughout. Each level has 1000 different start positions and a timer keeps track as to how long it takes for you to complete a game. The icon to the left of the timer pauses the game. There's also a handy save/load facility which you might need on the more taxing levels. Don't try to save a game to the coverdisk because there's no space! If you decide to copy the game onto another disk you will need to make a directory called GAMES. Have fun!





Won't Load?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan . CF48 4DR They will then test the disk and send a replacement as soon as possible. Ring the PC Wise Helpline for any urgent problems. It's open between 10:30 and 12:30 during weekdays and can be reached on: (0443) 693233 Whilst CU Amiga makes every

DLOCK

This fantastic program is the last word in disk protection systems. Never again will you worry about prying eyes peeking at your disks because with *Dlock* you can secure them against all but the cleverest of sneaks.

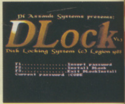
WARNING!!! This program is extremely effective! If you forget your code, you could be permanently locked out of your own disks. Unless you are absolutely 100% certain of what you're doing, do NOT attempt to install Dlock on commercial software. It could overwrite important data and permanently destroy your disks!!!!

A disk installed with *Dlock* appears to be a non-DOS disk, and is therefore unreadable, however, by holding down the left mouse button you can access your data as easily as ever.

Once *Dlock* has loaded, press F1 to enter a new four-letter password. It should appear at the bottom of the screen when you type it in. Next, insert the disk that you want to protect in DF0 with the write protect tab off (so that you can't see through the hole).

Press F2 to save *Dlock* to the disk. To complete the installation of your security system, you must reset the computer and insert the disk to be protected. Hold the left mouse button down whilst the disk is loading, and after a few moments, *Dlock* will identify itself at the top of the screen. You will be offered the opportunity to lock your disk, or not. Press the left mousebutton if you want to lock the disk, otherwise press the right button to continue.

If you selected Lock, the disk will now be protected, and the computer will tell you to press the mousebutton then enter your code. Press the Right mouse button and the screen will go black. Type in your four letter code and press Return. The computer will now attempt to continue loading, but will report an 888 checksum error. This is the same error that is generated by faulty and non-Amiga disks, so to the unprepared it will appear as if your disk is faulty.



```
DL Assault Systems presents:
DLock V1.3
Disk Locking System (c) Legion 1988

F1..................Insert password
F2..................Install DLock
F3..................Exit DLockInstall
Current password :CODE
```

When loading your disk, ensure that the write protect tab is off, and hold the left mousebutton down until *Dlock* identifies itself, then press the right button and enter your code as described above. This will unlock the disk, and you can use it as normal. Remember to lock it again when you finish, or it will be vulnerable.

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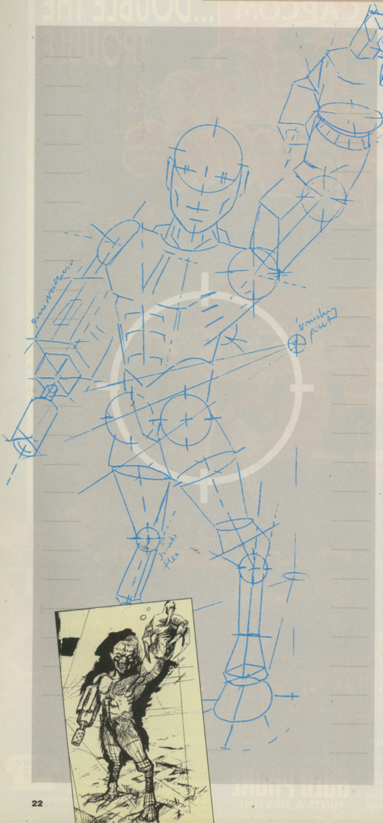

2 sex

Even those who never wield a joystick can find pleasure in creating games. And if you're already an enthusiast, why not have a crack at producing your very own title? There are a number of kits which can help you do the job...

What can be more rewarding than observing objects, people and animals of your own creation? It's like digital childbirth – no pain, no mess, no responsibilities. And then you can weave all of the strands into a thoughtful adventure – or blow the hell out of them. Hereby follows a survey of games-creation kits which will let you do both, depending on how constructive or destructive you feel. . .

BARD'S TALE CONSTRUCTION KIT

The neat thing about the system, say Interplay, is that the user is only limited by their imagination. Whereas the *Bard's Tale* games were limited by their scenario, the ability to import *DPaint* screens into the Kit allows the player to create adventures of even every day tales of heroism. In addition, once these details have been entered, the assorted editors will allow you to tailor the many monsters and their behaviour patterns simply by working within a framework of numbers, which basically decide what objects the creatures may use, and how much damage they can effect with them. Similarly, these weapons can also be created, and their many strengths and weaknesses added to and changed.

The size of your games are only limited by your computer's memory size, and can feature huge maps made up of dozens of intricate pathways. These walkways are created using a simple

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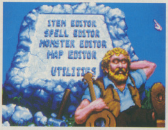
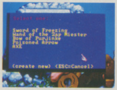
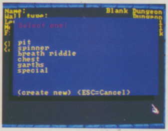




For ease of use, Interplay have come up with a games construction kit that can't be beat.



icon-based system, where the player creates the game environment by building the walls via a series of blocks. Any creatures can then be placed from another menu, and the game will automatically compile the play area for the player to test their newly-created world. This then allows the player to gauge the difficulty level of their masterpiece and iron out any over-hard problems or misplaced goodies.

Reaction to the Kit's imminent arrival has already collated great interest from our States-side RPGers, with stories of huge user-groups teaming together to create awesome adventures that would literally take months to complete. However, once the *Construction Kit* is released sometime next Summer, where will Interplay go from there? Stories are already rife regarding a *Bard's Tale IV* which uses a much more complex user-system over the one in the original trilogy, but both Interplay and their distributors, Electronic Arts, are being extremely tight-lipped. Watch this space...

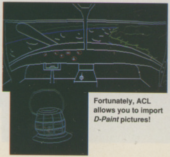
THE ADVENTURE CONSTRUCTION LANGUAGE

Readers who remember the old Commodore 64 and Spectrum days, with wonderful adventure writing programs such as *Quill*, *PAW*, and *GAC*, will doubtless be thrilled to learn that there is a similar program available for the Amiga.

It's called *The Adventure Construction Language* (*TACL*). It's extremely similar to the *Graphic Adventure Creator* (*GAC*) on the Spectrum, although it includes numerous sophisticated enhancements. Games are created using a specially-designed language which bears some resemblance to Basic. Once written and tested, the games are then compiled and encrypted so that other people can't peek at the secrets of your creations.

Unlike *GAC*, *TACL* provides the user with two graphics modes: the first is identical to *GAC* in that graphics are created in a memory-saving line format. Simplistic pictures are defined as hundreds of lines, and a variety of fill textures. Although memory saving, pictures created in this manner are fairly awful. Fortunately, *TACL* also allows you to load *D-Paint* screens so, if you want to, you can create graphics up to the limits of your ability.

Music and sound samples can be used to add to the atmosphere. Creaking doors, thunder and manic ➢



Fortunately, ACL allows you to import *D-Paint* pictures!

PAPERLESS BARD

After stunning successes with the *Bard's Tale* trilogy, Interplay and Electronic Arts are set to blow the RPG market away with the release of *The Bard's Tale Construction Kit* – the first of its kind.

The computer medium is perfect for recreating the many intricacies and details of the RPG genre, and can handle the countless maps and creature instructions far more capably than any fallible human Dungeon Master. However, despite this potential, it took a surprisingly long time for the RPG to exploit the potential of the home computer. After countless 'semi-RPGs', it took American-based Interplay to successfully recreate the game environment in binary form, and their first release was a game which would soon be hailed as a classic – *The Bard's Tale*. Played using a series of menus, *The Bard's Tale* took all the hard work out of Role-Playing, with the many dice throws and creature reactions handled by the DM computer. What's more as new, more powerful computers made an appearance, the game was consequently updated to take advantage of each machine's capabilities.

***The Bard's Tale* was an instant success, and soon spawned two, slightly more advanced, sequels. This new step, though, has been a major surprise. The team at Interplay reckoned that they had taken the series as far as its user-system could possibly go, and started work on the possibility of a construction kit, and, two years after this idea, their work is virtually complete. *The Bard's Tale Construction Kit* is a menu-driven system which allows the user to create their own massive adventures, and add input on virtually every aspect of them. What's more although the system allows the user complete control, Interplay have tried to keep the system as simple as possible, and there are a mere five option screens initially available to them. However, each of these unfolds into a further series of sub-menus which the would-be DM can access when they feel ready.**

2 sexy 2 play games?

laughter could be just the starting point if you use your imagination.

TACL provides you with over 65000 locations and over 65000 objects to scatter where you will. Locations can be defined which 'move' around the adventure (vehicles, secret rooms etc) and independent characters can be created to populate your fantasy world.

Adventures created using *TACL* may be commercially distributed, and the program's producers even offer to consider your creations for publication by them. Overall, a very exciting product which deserves a higher profile than it's had up to now.

For details write to: Micro Momentum Inc, PO Box 372, Washington Depot, CT 06794, America

HATRACK II

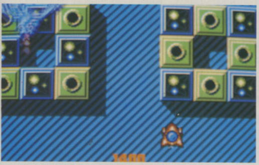
An alternative to the *Adventure Construction Language* exists in the form of *Hatrack II*, an adventure creating kit which is both simple to use yet capable of some quite outstanding results. Developed by Tony Heap of Heyley Software, Cheshire, the system contains a number of editing cards which can be accessed either by a menu or hot key. Once you've worked out a scenario, a map of all game locations, messages and puzzles, it's down to business. Maps are created by specifying the room coupled with a description, the number of objects within each room and the various exit locations. The vocabulary editor is incredibly flexible and allows a number of synonyms to be assigned for each word to make the parser more user-friendly. If we've lost you already, don't worry, as the software comes with an excellent manual which contains a comprehensive tutorial for a complete game! If that's wetted your appetite for more information contact Heyley Software at: 27 Winnington Road, Marple, Cheshire. *Hatrack II costs £29.95 plus P&P.*

Variety is the spice of life, according to games programmer Kevin 'Corporation' Bulmer. But even the most complex game should be easy to control, or a 'lot of playability will be lost'.

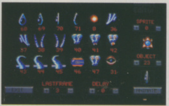
and in the beginning

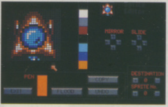
The concept of a DIY games package is nothing new, and they originated back in the distant days of the humble Spectrum. With a new wave of games designers beavering away in their so-called 'attic' rooms, people who perhaps couldn't be bothered to learn Z80 or 6502 assembly language started to wish that they could perhaps use their machine for something else. By this time, adventure creators had already taken off, but arcade fans had to wait until Melbourne House's *Hurg* appeared before they could access the delights of three-frame animation and the ability to create stunning level using a series of predetermined building blocks. However, to be brutally frank, although *Hurg* was the first of its kind, it was extremely limited and restricted the player to the creation of rather dull, monochromatic platform games; games which would have looked primitive two years earlier.

Soon after this, Mirrorsoft took a break from the antics of *Caesar The Cat* and *Dynamite Dan* and created a rather neat sprite editor, but, once again, its uses were limited. While it did aid the creation of sprites, coding knowledge was still needed before its potential could be exploited. And, despite a few other smaller packages from the likes of Argus Press, it was generally thought that unless you were willing to mess around with code, then you could forget putting together your own game. However, three or four years later, Sensible Software, the team behind *Wizball*, *Oh-No!*, and *Parallax*, knocked the games-playing world sideways with the advent of Palace's C64 version of the *Shoot 'em Up Construction Kit*. Sensi proved that it was possible to create games relatively easily, and with minimum of fuss. Completely menu-controlled, *SEUCK* allowed the player to create either vertically-scrolling or static screen shoot 'em ups, and put together their own sprites and backdrops, and control everything from the speed of the game to the attack patterns. However, although *SEUCK* was selling well, game construction kits started to disappear again. Until the Amiga and its more potent processing power arrived, that is...



Palace Software's Shoot 'em Up Construction Kit works on a simple design 'n' trace principle. It does, however, produce samey-looking games





SHOOT EM UP CONSTRUCTION KIT

Palace Software conversion of their 8-bit smash should have been one of the success stories of the decade. After all, everyone seems to enjoy pointless violence and unprovoked destruction, so why shouldn't a product that lets you build your ideal blaster shift by the dozen? *Shoot-Em-Up Construction Kit*, or *SEUCK*, is a bundle of pre-prepared software routines linked by a series of hierarchical menus that allows the user to model a still or vertically scrolling shoot em up, using custom-made, sound FX, attack waves, level designs and thought processes. It does this very well. In fact the user-interface is incredibly friendly.

However, the creation has an extremely limited use. The end result will always be the most basic and mindless blaster. It doesn't take a genius to see that the only real difference between two games produced on this system are the graphics.

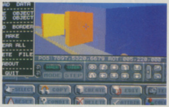
The only progressive element that can be utilized is spacing a design over multiple levels. Strangely enough, the scrolling and sprite maneuvering, which is really what this game is based upon, is jerky in places. All in all, a rather poor utility.

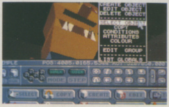
3D CONSTRUCTION KIT

Incentive couldn't have released their creator at a better time. 3D Polygon games are ripe at the moment, and what with all the hullabuloo concerning virtual reality at the moment, launching a three-dimensional environment creator using the reknowned Freescape system seems like a logical step forward.

As with SEUCK, the *3D Construction Kit* is a collection of routines utilized by a simple programming language and an even simpler icon-selection system. One major point in its favour is the complete lack of any complicated mathmatics present. There are no angles to calculate, no hidden line commands and absolutely no geometry needed whatsoever. What the package lets you do is 'build' a series of connected locations with as many objects, relevant or decorational, as you wish. Objects can be set to perform certain functions, such as opening a door when shot, and this allows you to create puzzles and traps. Once the locations have been created, the player is free to roam around from a first person perspective.

All shapes are selected from a menu of half-a-dozen geometric shapes (cube, pyramid, 2D square, 2D triangle etc) but the degree of reshaping does seem a little inade-





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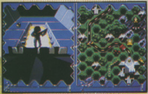

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"Not only does the superb presentation put this game far above most others of its genre, it has been designed with the general gamesplayer in mind, and is very accessible and highly playable."
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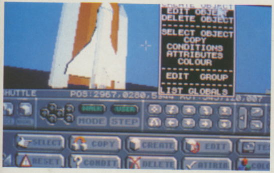
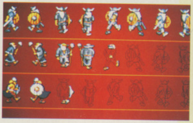


Opposite: 3D Construction Kit's uncomplicated charm. All you have to do is to think along the lines of childrens' building blocks, such as Duplex.

Below: Characters can be composed of interchangeable sprites. This allows for a quick update while keeping the visuals looking good.

quate. Take a cube for example. The faces can be stretched and squashed to your heart's content, but the angles always remain at a constant 90 degrees. Rotate or flip an object, and it rotates or flips about its axis in 90 degree steps. Perhaps *AMOS 3D* has made this constraint the more frustrating (see page 189 for review). However, *3D Construction Kit* is an excellently produced and presented package, and well worth getting hold of if you fancy taking a quick and easy step into the world of so-called 'Virtual Reality'.



THE PRICE IS SPRITE!

Although they may not look much, those little chaps scurrying across your screen, blasting the alien legions or leaping from ledge to ledge are actually complex little so-and-sos. Although we take them for granted, a hell of a lot of work goes into the creation of computer game sprites. Take *Supercars II*, for instance. To make those little cars wobble and bank realistically, programmer Shaun Southern needed to create over eighty individual frames per car – and that means that each small movement must be drawn from scratch or at least changed slightly. In addition, for a game graphically more complex – say *IK+* or *Heimdall*, for instance – even more frames may be needed, and the larger the sprites, the more memory-intensive they become. To combat this, though, programmers have long relied on Sprite Editors.

Basically, these devices give the user a small grid to work on and a palette of the necessary colours. From this grid, the game characters can then be built up, changed slightly and viewed in their early stages of animation. What's more, using this system also means that valuable memory can be saved as the sprites can be broken up into their component parts and pieced together using the Editor. Within the realms of professional game design, the ST version of OCP's *Art Studio* reigns supreme, thanks to its flexible animation techniques, but of late Amiga coders are tending to move over to the ever-popular *DPaint* and its power animation capabilities.

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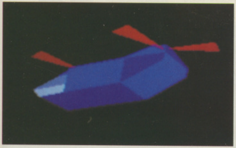
aliens better red than dead

Demo making kits, like games creators, are extremely flexible programmes. Mat Broomfield takes a look at the extras available for RSI's *Demo Maker*, one of the most comprehensive and professional 'free' kits on the market.



Until recently the ability to create professional quality demos was the exclusive domain of those people who could program in machine code, C, or at the very least had a good knowledge of Basic.

Last month we gave away the RSI *Demo Maker*, a superb demo writing package which allows even the least experienced of users to quickly start creating their own high quality demos. The package allows the user to easily create vector balls and filled vector objects, as well as including animated bobs, sprites and a variety of scroll types. Music from most packages can also be included, and a variety of fonts and bitmapped images can even be incorporated to produce truly fantastic demos.

This month, we're going to take a look at a couple of the accessories disks which are available from Off the Wall PD, and which you can use to personalise your demos even further.

TSB VECTOR DESIGNER

The two most interesting features of the RSI *Demo Maker* are its ability to handle bob and vector objects. *The TSB* (The Special Brothers) *Vector Designer* is not designed exclusively for use with the *Demo Maker*, but it includes a special save format which will save your objects so that they'll be compatible.

It includes a comprehensive, if somewhat unfriendly, vector design section, which is primarily controlled using the function keys and the mouse. Use it to design solid or wireframe vectors.

Objects are designed by moving and connecting points in two dimensional space. By rotating the object under design, it's then possible to work in the third (Z) axis, thus creating objects in true 3D perspective. Although time consuming, this method of working is still considerably faster and more user-friendly than commercial packages such as *Sculpt 4D*. Once a series of points have been linked to create an enclosed area, the area is recognised by the computer as a face or surface. Faces are edited seperately from points and may be moved and linked as a single unit, rather than the collection of points which actually comprise them.

TSB advise you not to create objects which are too large, or the computer may crash. Obviously this product is not as polished as it may have been, but as it's virtually free I guess one can't really complain!

RSI VECTOR BALLS EDITOR

This handy utility allows you to define Bob objects (Bobjects?!). These are the type of objects that are created (usually) entirely out of balls.

Because it's been designed by RSI, it features the same user-friendly interface that was used in their *Demo Maker*. It allows the user to load a variety of bob graphics, and then to position them to create 3D objects. Rotate them, move them, and then save them ready for use in the *Demo Maker*.

Because the bobs don't actually rotate – they always present the viewer with the same face – the objects arn't truly 3D. But once included as part of a demo, most people will barely notice that little inconsistency.

To inspire you, there are tons of sample graphics and objects provided on the disk, so you can experiment to your heart's content.

UTILITIES

For people who are interested in creating more objects and graphics, Off the Wall can provide you with a disk called RSI *Demo Maker Utilities*. Along with additional tunes and graphics, it contains specifications for all of the relevant visuals, including the logos which many people have trouble creating.

SO WHAT MAKES A GOOD GAME?

Of course, this isn't an easy question or we'd be literally swamped with perfect games all the time, but CU asked some of the country's top game designers what they feel makes the difference between a good game and a cracking game...

DAVID JONES – DMA Design (*Lemmings, Blood Money, Menace*).

'Obviously playability has the highest priority over everything else. Also, I believe in keeping the levels as short as possible to keep the player's attention. The player should also be rewarded as often as possible, and there should be a quick turn-around so that the player can get started again straight after the loss of a life. There's nothing more irritating that dull music when you're itching for a another crack at a level. Basically, make it as playable and user-friendly as possible.'

KEVIN BULMER – Dementia (*Terminator II, Corporation*).

'Variety, without a doubt. Actually, the sort of games I like fall into two distinct but opposite camps. I really like simple games where you can get straight into them with minimum fuss, but I also like in-depth games where there's a lot to do. I still think that the more complex game should be easy to control, though, as a lot of playability is lost through dodgy controls.'

STEVE SCREECH – (*Kick Off II, Tip Off*).

'The controls have got to feel right, as they are probably the most important aspect of a game - after all, if your game looks good but is awful to control, then you've got real troubles. Also, I feel atmospheric sound if fairly important and, to a much lesser extent, the graphics should add to the atmosphere, too.'

PETE TATTERSALL – Twilight (*Video Kid, WWF, Mega Twins*).

'Your main sprite and getting him moving right is probably THE key factor to a playable game. He's got to move when you want him to, none of this messing about with controls that don't move him when you need to. Also, the aliens have got to play fair, too. There should never be a "no-win situation" where death is the only way out.'

pixel painting

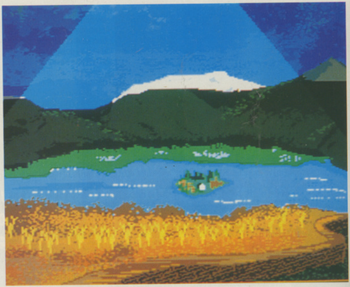
Don't wander lonely as a cloud – come on a natural history jaunt with Peter Lee and pick up a bunch of valuable tips on landscape techniques.

Forget the smudges, smells and smears of traditional artwork – here's a way to create images on your Amiga which are just as beautiful without getting your hands dirty.

Constable wouldn't have been arrested by it, Van Gough would have been deaf to the arguments, and Botticelli... well, let's not go any further with that one. Truth is, the Old Masters would most probably have turned their noses up at computer art.

Even today, if you were to canvass opinion about the relative merits of computer art compared to traditional art – the paint and brush kind – you would still find either dumb ignorance or outright snobbery.

So what if normal artists think the grass is greener on their side of the fence – anyone with an Amiga can duplicate it thanks to the Amiga's range of thousands of colours. I'm here to show you how easy it is to give the art snobs a run for their money, focusing on one of their sacred cows, the landscape.



Your Amiga provides you with painting tools that the great artists could only dream about. Let your imagination run riot – you may be surprised at the results!

ROOM WITH A VIEW

So what is a landscape? It's not just the kind of picture you get on dinner tablemats or birthday cards from your gran. Landscapes can be anything from a close-up view of a couple of trees in the snow to a vast expanse of farmland overshadowed by threatening skies. There are urban landscapes dotted with man-made structures, or ones where nature is the only builder.

FIELDS OF DREAMS

The Old Masters saw the landscape for what it is, a living thing of power and beauty. They would paint one just to evoke a mood, and hopefully pass this on to the person looking at the picture. But generally, we Amiga artists use landscapes in a wider context – a means to an end.

WHY BOTHER?

While computer artwork can be striking in its own right, it's even more rewarding to use the power the Amiga offers to get some extra mileage out of it. In the case of landscapes, they can provide excellent backdrops for animations or title sequences. But like another kind of traditional artist, the portrait painter, you cannot skimp on them just because they're not the main focus of attention. Take a look at a picture of Da Vinci's Mona Lisa and (if you can see through the grime of ages) catch sight of the wide plateau and the snaking river over her shoulder.

WHOSE LIFE IS IT ANYWAY?

Drawing from real life offers challenges which you can master with practice, and a good art package, thanks to the Amiga, which is a very forgiving tool. The best way to get started is to draw from landscape illustrations in books or magazines, then when you've mastered the techniques, draw scenes from your imagination.

HUE AND CRY

The first stage in creating an Amiga masterpiece landscape is to work out the main colours of your palette. It may seem redundant to mention something so apparent, but even in 32 colour mode you need to be strict with your colour allocation. A range of ten greens may look promising, but if you've got sky, wood, stones, clouds and flowers to add, you will soon regret not having used fewer greens. Halfbrite mode (the one with 64 colours) is an excellent starting mode, giving you the option for easy shadows. HAM, one of the new additions in *Deluxe Paint IV*, allows the kind of transparency modes which are great for creating mists and pastel shades. Unless you are an expert with a pallette, avoid high resolution, which restricts your palette severely.

LANDSCAPE SLIDES

On the coverdisk you'll find a program called *DP Slide*. If you run it, you'll be able to see a selection of Peter Lee's superb landscape artwork which helps show just what can be achieved with a little forethought and planning. Incidentally, you can use *DP Slide* to display your own screens. Turn to the CU Collection pages for further useful information.

HINTS AND TIPS

1 Landscapes don't have to be exact duplicates of what's really out in the wide world. As an artist, you're interpreting the view – improvise!

2 To begin with, choose a real location from a magazine or book, and work on that, then after practice you can invent your own original scenes.

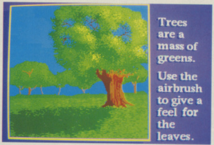
3 All landscapes should have a focal point – it could be a pool of light emerging from behind clouds or a tree in the foreground. Simply drawing a swathe of green, blue and brown wouldn't hold a gnat's interest.

4 Simplicity pays dividends. Suggest rather than impose. Spray a fine airbrush of coloured pixels to represent a bed of flowers; you don't have to draw each leaf to get over the impression you're striving for.

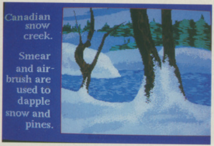
5 Don't use objects which halve your screen either horizontally or vertically, put things off-centre; if it's a foreground rock or object, move it to the left or right. In the case of the sky, unless it's the main feature you're after, don't give it more than a third of the screen space.

6 Randomness is a big help in making a landscape look interesting. It's easy to cut out a brush of a tree, bush or cloud and then bang it down repeatedly; but think ahead – before using it as a brush, alter it a little; reduce the size of the object, flip it around, stretch it – just don't have six trees looking if they're part of a horrible cloning experiment!

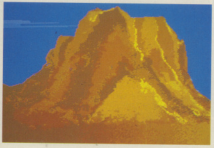
7 The landscape can be the major feature in your work, or a secondary item which provides the background for something else – a ship at sea, for instance, could take up better than 70% of your screen, but the background still matters, whether it's tranquil, or littered with ice in the case of HMS Titanic.


Trees are a mass of greens.
Use the airbrush to give a feel for the leaves.

Why struggle with trees when you can let the sirbrush do all the difficult work for you?


Canadian snow creek.
Smear and airbrush are used to dapple snow and pines.

It's the airbrush to the rescue yet again. It's ideal for subtle blending and textured fills.



WHERE ON EARTH...

There's no need to stick with the British landscape, rich though it is; deserts and massive volcanic mountains can look really dramatic, and so can alien landscapes where the colours could be made to behave strangely - imagine the deep ruby shadows on the Martian soil, or the eerie glow which must be cast from Saturn on its moons. Landscapes needn't mean earthscapes.

CLOUDING THE ISSUE

A few tips on techniques should help overcome early problems. Simple clouds can be drawn using four or five colours, ranging from a bluish grey to white. The sun will strike the cloud either at the top or at its forward edges, so draw a cloud shape in the lightest colour and then, using the airbrush tool with a medium sized round brush, use the range of colours to splatter the cloud. Then smear the colours a little to get rid of the brush shape. Now for the fluffy touch – use the smooth option to blend in the colours; add a few pixels' worth of added bright highlights, and a cloud is born.

GREEN FINGERED

It's best to avoid bright colours for grass, sticking instead to a range of three darkening greens. If the

pixel painting

greenery is a long way away, then again, like the sky, one colour should predominate, with the darker hues being used for shadows cast by objects or clouds. If the grass is in the foreground, a series of straight strokes using your different greens will give the impression of blades of grass when picked up as a brush and airbrushed randomly.

TREES

If the tree is in the foreground, then the more colours you can devote to it the better. Again, avoid bright colours, and using the fine airbrush tool, draw the outline of the foliage in the lightest colour, adding the darker ones in the same way (always remembering which direction the light is coming from). Some branches will need to be drawn within the foliage to add realism, and you should also be able to see through the sky here and there (you can create this effect by using the sky colour on the airbrush to wipe away portions of greenery). Bark, although intricate and full of nooks and crannies, only needs to be suggested by adding a highlight and shadow colour to an otherwise dark brown base colour. Remember the tree will cast a shadow on the ground or nearby objects.

WATER

Water is almost always on the move, either flowing, or making waves and ripples when caught by the wind. This movement is represented by using highlights sparingly. In the case of a river, the water nearest the banks picks up most highlights. Waves on a lake are best suggested by quite broad but short swathes of a lighter blue than the main body of water. White can also be used to give the extra twinkle that the sun sometimes picks out. But remember, when defining your spread of colours, do not be tempted to make the first colour too bright.

SNOW

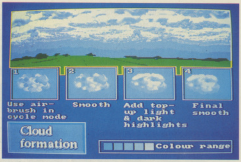
Snow may be gleaming white when it falls, but once on the ground it picks up all kinds of shadows and colours, which makes it a very interesting subject. You can use a series of greys to show highlights if the sky is leaden, but I prefer powder blues to pick out shadows on drifts, with the promise of a blue sky. When snow falls on something like a tree or hill, it does not leave a clean edge, so smear the snowline in the form of a mini-drift.

ROCKS

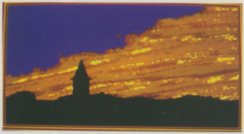
I prefer to draw rocks on a spare screen, then when they're finished, copy them over and paint them down. Instead, you might like to fix your background so any errors do not spoil what you've already done. Rocks have many facets, and so long as you keep the light source in the same direction, are random enough to let you to draw from memory. Shadows will be of varying intensity, so allow at least four colours for the effect. Smoothing shadow areas afterwards will give an acrylic paint look to your work, but sharp edges give more of an oil painting texture.

FINALLY...

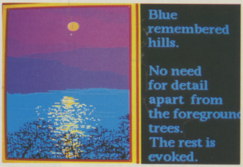
Landscapes convey moods, and offer a great deal of potential to the Amiga artist – just take a look at any Turner or Constable. They are ideal for backdrops for animation, but even on their own, Amiga pictures can convey just as much as a work of art created using more traditional methods. Here's to the power of computer animation.


1
2
3
4
Use air-brush in cycle mode
Smooth
Add top-up light & dark highlights
Final smooth
Cloud formation
Colour range

Looking at clouds from all sides now – simple stages to get the good old British cloud formation into your scene. Add rain to taste.



The stark silhouette of a townscape adds drama to an already moody sunset, which is aflame with the dying light of the sun.



Blue remembered hills.

No need for detail apart from the foregroun trees. The rest is evoked.

A simple picture, using few colours, which still conveys a sense of tranquility. The hills are a solid colour and the sun's reflection is smeared horizontally across the water.

CUTTING CORNERS If you want to take some of the hard work out of landscape work, you could try a landscape generator like *Vista*, or *Vista Pro*. This generates a scene based on information you input, and gives some stunning results. But it would be pointless sticking with the picture generated by the computer – where's the artistic satisfaction in that? Better to use the image as the basis for your own work. Use it as a background and add your own middle-distance hills, rivers and rocks. Shrink it, flip it, add trees, clouds and snow – make it YOUR image.

There's also an intriguing public domain landscape generator called *Mandlebrot Mountains*, which will generate beautiful fractal landscapes which appear solid. Again, capitalise on the images it generates by customising them to your own ends. Once the scene is complete, you can add your own animations, or maybe use pre-drawn ones, such as the *Real Things* series.

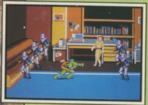
TEENAGE MUTANT HERO

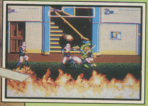
TURTLES™

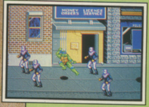
THE COIN-OP!

THE RETURN OF THE AWESOME FOURSOME!

Now two dudes or dudettes can join forces and double team Shredder™ and his Turtle terminators in a bid to save April™ and Splinter™. Take control of your favourite Turtle in this turtley awesome version of the Konami® coin op.







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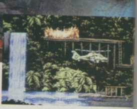
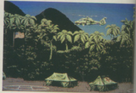
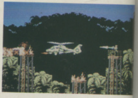
FIRST IMPRESSIONS

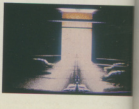
A veritable mixture of game-styles as CU takes a gander at games just appearing on the release horizon.

APOCALYPSE









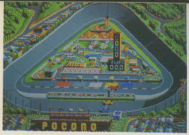
Apocalypse now as Mirrorsoft blow the opposition away.

THE GAMEPLAY: Anyone familiar with that old coin-op classic, *Choplifter*, will recognise the bare bones of Mirrorsoft's new shoot 'em up instantly. Sporting markedly improved graphics which depict large jungle areas, the player is given control over a large helicopter sprite as it patrols the area looking for POWs. As the 'chopper moves across the two-way horizontally-scrolling play area, the enemy take potshots and these must be taken out before a landing can be effected. Once down, though, the POWs bundle in and must then be taken out of the warzone and to safety.

PLUS POINTS: The most striking feature of *Apocalypse* are the graphics. The jungles feature large bold trees, which occasionally give way to equally well-drawn villages and weapon bases. In addition, in a bizarre twist to the old *Choplifter* theme, a wider range of weaponry is available to the player, including Napalm which sends anyone in its path legging it across the screen as they burn to death.

BEHIND THE SCENES: There's been very little noise from Mirrorsoft about *Apocalypse*, which is surprising as it's a very nice-looking game. Although it's hardly original, Strangeway have looked back to the old days of gameplay and, whilst making the game look like the ultimate Amiga blaster, have kept the straightforward gameplay of the old 8-bit classics.

FIRST IMPRESSIONS: With many of the recent ground-breaking games having been in the RPG or arcade adventure mould, it's nice to see a decent shoot 'em up. *Apocalypse* has all the features which make a blaster fun and addictive. It's fast and easy to play, and the game's learning curve is pitted so that genuine skill is needed to reach the later levels. Fans of *Choplifter* will be extremely impressed, and it certainly looks like Mirrorsoft and Strangeway have one of the better shoot 'em ups of the year here.

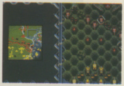


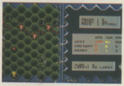
INDY HEAT

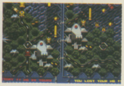
Storm's souped-up conversion revs up.
THE GAMEPLAY: The arcade follow-up to *Ivan Stewart's Super Off-Road Racer*, *Indy Heat* is more of the same with busier and more winding tracks, and revamped graphics and presentation. Played over fourteen circuits, one to four players can compete for wealth and add-ons, in a mad scramble to complete a series of laps first. However, confusing the matter are several chicanes, oil slicks, water hazards, and, coupled with the ever-present problem of limited fuel, this makes for a mad-cap chase for pole position. Between laps, and depending on your finances, extra fuel, nitros, and improved tyres and engines can be added to improve your chances next time round.
PLUS POINTS: As with *Super Off-Road Racer*, *Indy Heat*'s biggest assets are its playability and the ability for a number of players to participate. With graphics taken directly from the coin-op and retouched by Ned Langham, the conversion looks identical to its arcade parent. In addition, the tracks are larger and more intricate than *Off-Road*'s requiring the player to refuel mid-way through a race, adding a slight strategic element to the gameplay.
BEHIND THE SCENES: With the graphics taken from the coin-op, the actual coding has fallen to Storm's in-house lads. Using an Amiga as his development machine, the conversion has been in progress for nearly two months now. The very basics of the gameplay are up and running, with the cars performing as they should and the pits section complete, but there is still a lot of refining to do before its Winter release.
FIRST IMPRESSIONS: *Off-Road Racer* was very playable, and if Storm can recreate the same addictive race action then *Indy Heat* should secure the title as the best *Super Sprint* variant to date. The tracks are nicely detailed and ease the player into the finer points of the game-play admirably, but there is still a lot of ground work to do and ideas to add before the game is complete.

BATTLE ISLAND

Isle be damned, UBI Soft get serious...
GAMEPLAY: Two opposing armies are facing off for one final battle. Each side starts with a factory, an airport, a port, an HQ, and a huge army. The objective is to utilise all your resources to annihilate the enemy – a well worn theme. A typical army is composed of aircraft, ships, soldiers, tanks, anti-aircraft artillery, mine layers, transports and artillery, and each unit has its own strength and experience ratings. Strength is rated from one to five and is depleted every time a unit is hit; with zero indicating that everyone in the squad is now pushing up daisies. The more troops a unit kills, the higher its experience will be and, additionally, the higher a unit's experience, the more accurate its fire will be.
PLUS POINTS: *Battle Isle*'s split-screen two-player mode is a major asset. The players take it in turns to move and fire, and the game design means it's impossible to evade enemy fire simply by watching where weapons are targetted. The sheer variety of troop units gives you loads of tactic options. In the air, there's transport planes, bombers, fighters and helicopters. Similarly, on sea there's aircraft carriers, destroyers, speedboats, hovercraft and lifeboats.
BEHIND THE SCENES: The game is being put together by various members of UBI Soft's in-house team. The game has been in development for over six months now, with most of the groundwork taken up by perfecting the game's logic. Everything has been checked and double-checked to ensure that no quirks occur between the many vehicles and soldiers, and that everything behaves realistically.
FIRST IMPRESSIONS: This is definitely a wargame with a twist. The action is fast and graphic sequences keep the game from becoming stale. All the commands are accessible with the joystick and there's nothing that would make this game too complicated for the beginner – making it the perfect entry point for the genre.

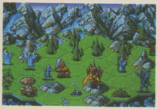


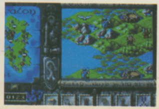




CELTIC LEGENDS

Och aye, it's UBI's bonnie wizard wars.
GAMEPLAY: *Celtic Legends* is the second head-to-head strategy game from UBI Soft. This time it's not army against army, though, instead it's wizard against wizard. Both wizards start off with a meagre spell arsenal which can only be increased whenever they slay opponents. To aid their battles, each wizard is also capable of summoning creatures into existence, and these range from lowly knights and foot soldiers to devils, demons and ogres. On the island are a number of pentacles, where the wizard can recharge his power and summon creatures, prolonging your wizard's staying power.
PLUS POINTS: Two-player games are nearly always fun, and this seems to be no exception. Spells range from simple fireballs to death and disease, all of which are guaranteed to cause more than a headache to the opposition. Wizards are the most powerful characters in the game. Most have the ability to teleport, which can keep them clear of slower-moving characters. It takes a lot of experimenting to find the right combination of fast, strong, and magical characters to form an army.
BEHIND THE SCENES: *Celtic Legends* is another in-house project. Parts of the game are being designed on the PC then downloaded onto the Amiga. There's nothing too complicated about this game, the graphics are nice and simple as is the gameplay and the sound. There doesn't appear to be anything that can go drastically wrong between the time we saw it and its release.
FIRST IMPRESSIONS: *Celtic Legends* is a very playable game, it's also very simple. There are plenty of humorous effects when spells go wrong or when characters turn up their toes. Another benefit, is that it can be played in a variety of ways - for instance, the player can establish a power-base and create many armies or send top a wizard with a few body guards in to deal with the enemy man-to-man. This variety in the gameplay is the key to its success.





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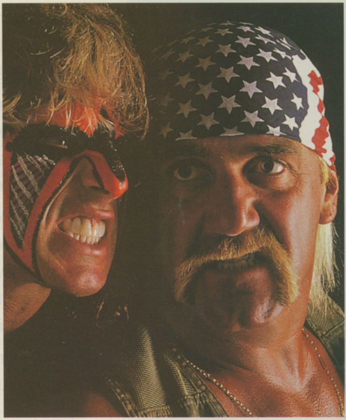
WWF WRES

Larger than life, and the latest craze to sweep Britain, WWF is big business. So, with Hulk Hogan and Sergeant Slaughter set to appear on the Amiga, Steve 'Grunt'n'Groan' Merrett was there to meet them.



GETTING TO GRIPS Wrestling has come a long way since the days of Big Daddy, Giant Haystacks and Pat 'Auf Wiedersehen, Pet' Roach. Gone are the rows of handbag-swinging old biddies ready to pounce on anyone who leaves the ring, and gone are the seedy halls and the tiny rings within. Instead, wrestling is now big business with an army of 'Super Wrestlers' all fighting to take the most coveted crown the 'sport' can offer – the WWF World Heavyweight Belt. And with this new wave of popularity came a glitzier image, with the old-style leotards and crewcuts replaced by spangly suits and flowing tresses. Naturally, with larger-than-life stars including Hulk Hogan, The Bushwhackers, and Sergeant Slaughter, these stars were ripe for inclusion in a computer game based on their over-acted antics.

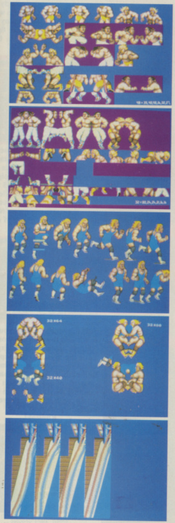
ROUND ONE Twilight's Mark Mason is in charge of the project, and is handling the coding duties with his trusty 286PC and *Snasm* system. 'I started by looking at the *WWF* coin-op,' says Mark, 'but I wanted to include more moves and action, so the game sort of expanded from there.' The similarities between the Ocean game and the coin-op are mainly to do with the game's presentation. The game's ring is depicted as a large eight-way-scrolling play area in forced perspective. 'For a wrestling game to succeed,' he continues, 'the characters have got to be able to have a free reign of the ring, so I have made the sprites as large as I possibly can and incorporated as many of the possible moves - both inside and out of the ring - as memory would permit.' Thus, after much coding, Mark has now got *WWF*'s beefcakes running, slamming, climbing the ropes, and performing all manner of special moves and routines.

GOOD VS BAD Before he started, Mark took a look at wrestling games already available, and came away far from impressed. Consequently, he prepared a series of notes of ideas he wanted to incorporate and a list of the stars the game would feature. *WWF* features a 'good against evil' battle, as The British Bulldog (alias ex-World Of Sport wrestler, Dave 'Boy' Smith), Hulk Hogan and The Ultimate Warrior, prepare to body-slam the likes of The Mounty, Warlord, Mr Perfect, Ted Dibase, before a final confrontation against belt-holder Sergeant Slaughter. 'The main problem I've had so far,' says Mark, 'is with the memory that all the necessary animations take up. I've managed to counter it slightly by breaking

vailable from 2nd October — see the demo inside this issue of CTW

STLEMANIA

the



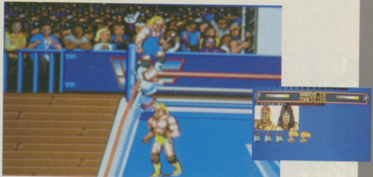
To save memory and ensure the characters move realistically and smoothly, *WWF*'s sprites are split into smaller component parts. These are then pieced together and moved separately. This routine is also used to effect the realistic bowing of the ring's ropes.

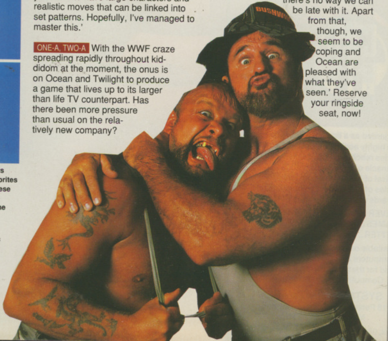
each of the wrestlers into a series of smaller sprites.' When these sprites are combined, Mark's characters weigh in at a staggering 80x48 pixels high, and are probably the closest anyone has got to recreating the action within the ring. 'Games like Epyx's *Championship Wrestling* are OK, but to get the realistic feel needed, you have to have large characters and realistic moves that can be linked into set patterns. Hopefully, I've managed to master this.'

ONE-A, TWO-A With the WWF craze spreading rapidly throughout kiddidom at the moment, the onus is on Ocean and Twilight to produce a game that lives up to its larger than life TV counterpart. Has there been more pressure than usual on the relatively new company?

'The main pressure has been on the time front.' Mark says. 'It's a Christmas release and bound to be popular, so there's no way we can be late with it. Apart from that, though, we seem to be coping and Ocean are pleased with what they've seen.' Reserve your ringside seat, now!

HOLD ON TIGHT For the most part, *WWF*'s many moves are universal for each fighter and include flying kicks and punches, which are effected depending on the proximity to your opponent. All moves are made via the joystick and the firebutton, and Mark has even included a 'grapple' feature where a stalemate occurs between the two opponents and the player must waggle the joystick like crazy to get their opponent on the floor. 'I've made the moves as flexible as I can,' says Mark, 'and I want whole set pieces to be available so that the player can follow a slam with another throw or a kick to the head. I don't think that this has been achieved in a beat 'em up until now, and it will make the game more realistic and enjoyable.'





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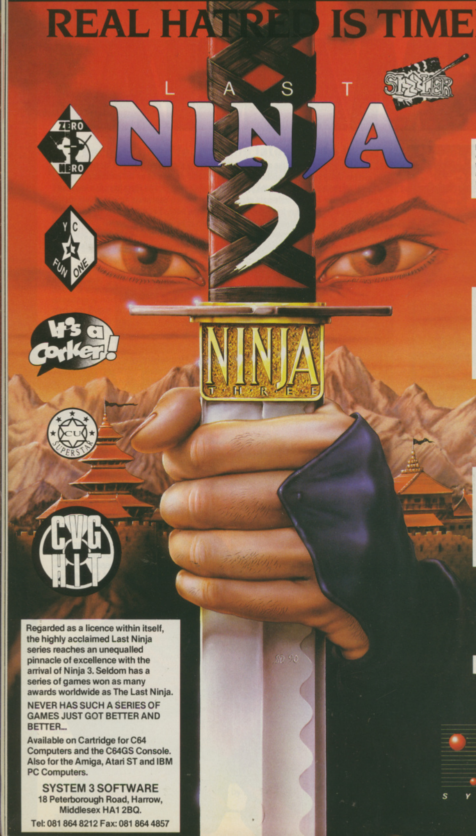
REAL HATRED IS TIMELESS

LAST NINJA 3



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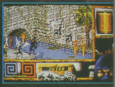

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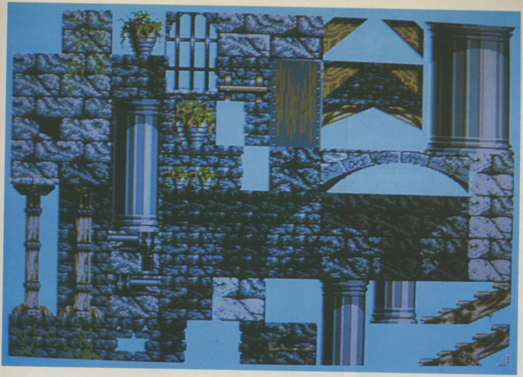
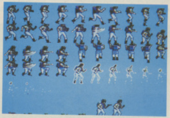


PROJECT X

Psygnosis' games have always been praised for their top-notch presentation, and the *Shadow Of The Beast* games have won them particular acclaim. So, when development team, Reflections, started work on their new arcade/adventure Steve 'Beastly' Merrett just had to go and see...

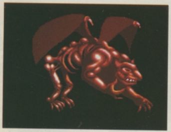


The main sprite in all its animated glory.

X MARKS THE SPOT Yes, we know it's a crap title but as of yet, this pseudo-sequel to Psygnosis' *Shadow Of The Beast* games is untitled. Also, X marks the return of those Beast-ie Boys who make up Reflections, Martin Edmunson and Paul Howarth. 'After *Beast II*, we still thought we could take the concept a little further,' reflected Paul. 'We were fairly happy with *Beast II*, but it still wasn't entirely what we wanted. After it was finished, we wanted a break, so we wrote *Awesome*, and during its development, we came up with a load more ideas and routines.' Hailed as a masterpiece, the hype over the original *Beast* was absolutely incredible; even more so when you consider that it was Reflection's first game. However, it didn't take the keenest eye to notice that behind *Beast*'s stunning thirty-two levels of parallax lurked... well, very little actually. 'With *Beast* we just went for the look', admits Paul, 'it was my first game, and I basically wanted to push the machine as far as possible. But any mistakes we made in the first two, we've attempted to rectify in this one.'

CLASSIC HEROISM So far, *X* exists as a series of unrelated stages, with the main sprite running and jumping around in true *Beast* fashion. The basics of the game seem pretty much identical to *Beast II*, with the same stunning graphics and parallax scrolling used to good effect. However, at present, the actual *Beast* sprite has been replaced by a Fedora-wearing hero reminiscent of a certain Doctor Jones. 'We wanted to get away from the *Beast*-style scenario', continues Paul, 'and between us we came up with the idea for mythical creatures within a fantasy realm that the adventurer has stumbled across.' Thus, as he makes his way across the huge landscape, the brave fortune-hunter encounters tribes of Golems, reptilian assailants and dragons. And it also allows the team to create more of the stunning sprites that they have perfected. In addition, the puzzle element from the second game has been kept and refined, so that the would-be hero must use his brain as well as brawn in a series of object-related puzzles. 'We thought that *Beast II*'s puzzles worked quite well,' says Paul, 'but they were rather spread out and the player tended to lose track as they went from one area to another. So basically, the puzzles are more contained and must be solved before access to another zone will be permitted. This keeps the game flowing, and it also cuts down on unnecessary disk accessing.'

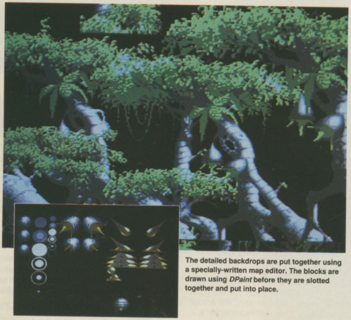
PIXEL-PERFECT All of Reflections' games are famed for their graphical finesse, whether it is the dank catacombs of the *Beast* games or the impressive spacescapes of *Awesome*, but surely they must gobble up valuable memory? 'It does a bit, but we now use a system where we piece the levels together as a series of blocks and create the maps that way,' Paul continues.



Awaiting your attentions at the end of each of the game's six stages is a large guardian who must be killed before you may pass. However, equally large creatures also inhabit the middle of the later stages.

ON REFLECTION

Comprising of Martin, Paul and Awesome coder, Paul Macc, Reflections were formed just before the release of *Shadow Of The Beast*. Paul and Martin met through a neighbour; they both shared an interest in the BBC Micro and were some of the first people to actually get to grips with Acorn's 32K machine. Between them, they started knocking out a game a week for fun, and Martin eventually had three of his released: *Codename Droid*, *Ravenskull*, and the Electron version of Stryker's Run. From here, their interest expanded onto the new wave of 16-bit machines, and after tinkering with the Amiga's facilities, they came away very impressed. As a result, *Shadow Of The Beast* was born, and Reflections hit the scene amidst immense hype.



The detailed backdrops are put together using a specially-written map editor. The blocks are drawn using *DPaint* before they are slotted together and put into place.

Each of the game's maps spans a massive three-hundred scrolling screens spread over the game's four levels, and takes the player through rocky mountain ranges and lush, green areas, all of which are inhabited by creatures and play host to the puzzles and some larger guardians. Most of the coding is being written on a PC running the PDS2 assembly kit by Paul, with Martin ploughing away with *DPaint III* to supply the sixteen-colour graphics, which are split to create hundreds onscreen at once. 'We put the screens together using blocks of backdrops, and this saves us loads of memory. Mind you, things are still getting tight and while we still want to push it as far as possible in the animation department, I think we're going to have to restrain ourselves.' Work started in October, and *X* is currently scheduled for a Christmas release. So what next when this particular beast is laid to rest? 'Well I'd like to tackle another arcade/adventure,' says Paul, 'but I don't think I'd get away with it. Apart from that I'd like to eventually get to grips with the Famicom, but I've got an idea for one more Amiga game before that.'

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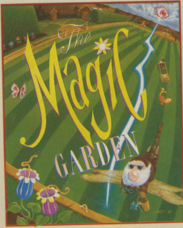

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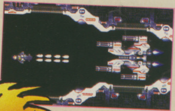

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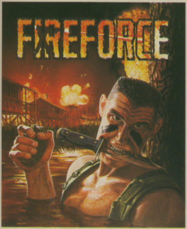

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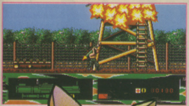

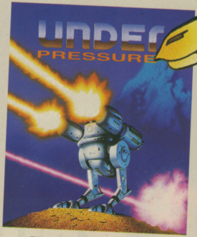

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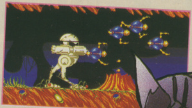

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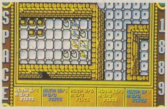
LOOK, WHO'S STEALING THE SHOW

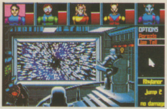
American-based Paragon Software are developing a clutch of new titles. Steve 'hang 'em high' James rode into town to see what they were doing...

Your starter for six. What do the following have in common: a graphics artist who lives like a bat, a lady games tester who's – shall we say – no spring chicken, Spiderman creator Stan Lee, and a couple of baseball-loving, games-playing businessmen who launched their careers selling software to mushroom farmers? They're all part of Pittsburgh-based Paragon Software. All, except, if the truth be told, for Stan Lee, who's feedback was nonetheless instrumental in bringing Paragon early success with their Marvel licenses.

These days the company are far better known for the *MegaTraveller* series, which is distributed here in the UK by Entertainment International. *MegaTraveller 2: Quest for the Ancients*, which is the next in line, will be preceded on the Amiga by a Victorian sci-fi RPG, *Space 1889*, and then followed by a post-holocaust wargame, *Twilight 2000*, and a futuristic epic called *Mantis*. Each one represents a commercial step forward in the process of mass marketing the role-playing genre – a process that appears to be uppermost in the minds of DMs – or should that be MDs? – the world over, be it manifested in EA's forthcoming *Black Crypt*, Mirrorsoft's chess-like *Legend*, Mindscape's *Knightmare* or the next SSI game, *Shadow Sorcerer*.

Paragon co-founders, Mark Seremet and F.J. Lennon observe what's loosely been termed the TV dinner society. People in general have short attention spans, they need to be rewarded constantly; they want to make their own choices yet have to be led. 'Games like *Wing Commander* may be a bit stop and start, but the public like to be passively entertained,' claims Seremet. It sounds a bit drab, but do these things and people will feel more involved, and more likely to get stuck into an in-depth game that gives them value-for-money, or so the theory goes.





Above top: Paragon's Space 1889. Select your character points from this Victorian-looking options screen. ***Directly above***: Beam into overdrive and jump a hex or two in MegaTraveller 2: Quest for the Ancients.

To this end, the next brace of Paragon releases incorporate the complex character generation systems of their Games Designer's Workshop tabletop counterparts, along with the intricate rules of engagement – but the idea is that the player can ignore the minute detail and round-by–round combat, and concentrate on the gameplay instead. Colour-coded buildings and opponents, self-reminding help cues, options windows and graphical and musical rewards called 'milestones' have been coded-in to nudge the player along his or her merry way.

SPACE 1889 Paragon stripped away all but GDW's rule system when designing *Space 1889*. The main plot and the numerous sub-plots were by F.J and fellow Paragon man, Don Wuenschell.

The class of '89 and all of the other over-eighties in her Brittanic majesty's government have decided to thrash the German Hun, plus the Martians for good measure, and off goes the hero on a quest to find the kidnapped Thomas Edison. The inventor, it transpires, has created ether-based space travel, as well as the more familar light bulb. En route are a number of sub-plots, involving, among other things, the tomb of Tutankhamen and the Californian gold rush.

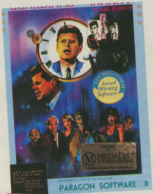
The gameplay will progress via a series of fairground-styled menus, which come complete with victorian ornamen- ➤

tation. The player will be able to use the skill points that are alloted as building blocks to his character. You can work top down, selecting a career and then alloting skill points, or you can start with the basics and work up.

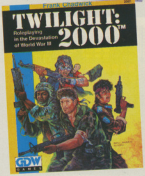
F.J. stresses that *Space 1889* will be aimed at the gamer who wants the minimum of fuss: 'Some people like complication,' he claims, 'but we've made the decision to aim wider, and to catch all of those who just don't want to know about intricacies'.

MEGA-TRAVELLER 2 *MegaTraveller 2* will extend and re-shape this notion of user-friendliness. Artificial Intelligence on the Amiga doesn't exist. Even the talked-about *Eliza* analysis program is no more than a collection of good guesses and simulated 'thinking'. Paragon's own PAL system is yet another approximation of AI, but it allows the player to rest while his characters do the thinking. As Mark Seremet explained: 'Instead of having to pause and nominate a character, or to have the weird situation where one character acts as if he were the minds of the whole group, some guy will pop up and say, "look, I'm the best gambler", or something similar. This will mean that the game progresses far more smoothly'.

LOOK, WHO'S STEALING THE SHOW



X-MEN
PARAGON SOFTWARE


Frank Chadwick
TWILIGHT: 2000™
Roleplaying in the Devastation of World War III
GDW GAMES

In brief, the aim is to make *Traveller 2* as open-ended as possible. Alien gunge is threatening the ancient landmarks of the universe. And while the player is finding out why, he is constantly coming up against the corrupt corporation. The player may, if he wants, join the evil-doers, ignore the main thrust of the game and build an empire instead. 'This game is much larger than its predecessor', explains F.J.. '*MegaTraveller 1* had around 700 characters, this has 1, 025, of which only 200 are non-player characters. Each world has its own profile and there'll be a series of zoom-in, zoom-out maps that will show you where the bad guys are hiding; they'll be in red and useful characters will be green. You'll get a help option to remind you of the next thing to do, so we think that it'll be pretty helpful.'

PARAGONS OF VIRTUE

Did you know

– Mark Seremet and F.J. once formed a company called Microsphere?

– They used to sell a Commodore 128K accounts program to American mushroom farmers?

– That Quinno Martin, their designer – he who's name sounds a bit like Quinn Martin, maker of rubbishy tv programs – likes to spend all of his days working in the dark?

– That Paragon once released a text adventure called Guardians of Infinity in which the player had to work out who actually did kill President Kennedy? (*What about an updated version?*)

– That Pittsburgh is no longer the dirty, steel town that was depicted in The Deerhunter, and that it is, in fact, a high-tech and go-ahead sort of place that derives much of its income from the lucrative defence contracts given to the famous Carnegie-Mellon University?

THAT'S ENTERTAINMENT

Paragon's products are distributed in the UK through Entertainment International. F.J. met EI boss, Ian Higgins, at the 1988 CES. 'We've always had a good relationship,' he says, 'our companies are roughly the same age, same size, and we both want to be movers and shakers'.

MegaTraveller 2's graphics man is Quinno Martin. Previously he was a layout artist and this is his first ever game. 'I'm pretty much self-taught,' he admits. 'It was pretty easy doing the original designs but the tough part has been the revisions; I've used a lot of different brushes for each stage, pasting different heads onto different bodies, "redoing" things straight onto screen.' The atmospheric intro sequence is a grabbed and colourised video screen of a tabletop model shot from an ultra-low angle in front of some trees. Quinno also used the fabulous Video Toaster to provide the titling for the game. It allows you to stretch, roll and render a frame with a very fast scaling routine.

TWILIGHT AND MANTIS It's claimed that *Twilight 2000*, another GDW license, will take the PAL system further. Jackdaw-like in the way that it has collected from recent, 'glittering' successes, *Twilight 2000* will switch between 'fully sentient' combat, old-fashioned round-by-round fighting, *Cadaver*-style isometric sequences for the puzzle sections and *Midwinter*ish 3D polygons for the tank battles. Colour coding will once again be deployed, this time for friendly and occupied buildings. There will be a management map which calculates the outcome if a player decides to cut corners. The older the characters get, the 'wiser' yet physically feebler they get. The computer will only declare war once it decides that you are ready.

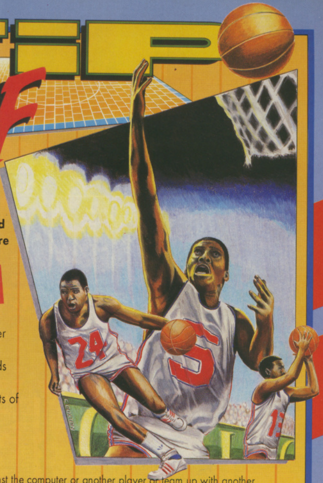
If the plot to *Mantis* sounds familiar that's because it is. Unusually, Paragon have licensed the scenario to Glyn William's *Warhead*, released in the UK through the Activision label.

A horde of individually dim insects have massed in space to form a gigantic, intelligent mass that threatens the Earth. I put it to F.J. and Mark Seremet that, after years of doing licenses, they were fighting shy of doing so-called original product. Could *Mantis* perhaps be the bridgehead between the two? Both men refuted the claim.

Only the intro sequence exists at the moment, but Paragon are promising a *Wing Commander*-style graphics-dominant RPG that employs all of the usual cinematic trickery, such as a letter-box playing area and lots of digitised sequences.

But Paragon are adamant that they will avoid some of the sombre excesses of the genre. As F.J puts it: 'Two-hundred hours of gameplay can be really intense, you've got to lighten up. The universe is a diverse place, and if you can't be humourous, well. . .'.

TIP OFF



The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

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Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
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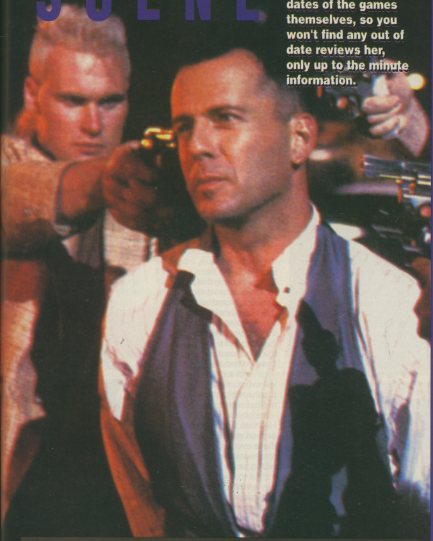
SCREEN SCENE

Welcome to Screen Scene. Our reviews aretimed to coincide with the release dates of the games themselves, so you won't find any out of date reviews her, only up to the minute information.



SUPER STAR

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

SCREENSTAR

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

GRAND PRIX, *page 80*

HEIMDALL, *page 54*

ROBOCOD, *page 75*

TERMINATOR 2

TERMINATOR , *page 59*

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Do not miss.

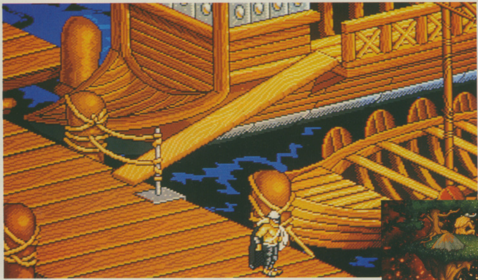
AMIGA SPEC Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	
SOUND + COIN-OP SAMPLES	

HEIMD

Is Core's epic Nordic arcade adventure a gift from the Gods? Steve 'Thor Thumb' Merrett strapped on his chest wig and took a look.

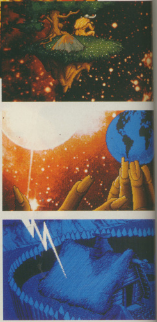


Each island is split into a series of scrolling isometric rooms, all of which are based on individual themes.

The word classic is bandied around for virtually every new game that someone thinks is particularly good for its genre, and, as a result, has lost some of its meaning. *Heimdall*, on the other hand, has every right to claim the title, and represents a major move forward in the realms of game design. The gap between cartoon-quality graphics and involving gameplay is diminishing all the time, but *Heimdall* is responsible for the greatest shrinkage yet. Imagine, if you will, the graphical and animation quality of the Sullivan-Bluth games coupled with playability to match the likes of such classic arcade/RPG games as *The Immortal* and the Ultimate series. This, in part, sums up Core's massive arcade/adventure. It's been a while since a game has got me as excited as *Heimdall* – in fact, it hasn't been since *Kick Off II* and, before that, the original *Impossible Mission* – but, as far as I'm concerned, this is brilliant stuff.

Detailing the adventures of the titular hero, the game preludes the epic Battle Of Ragnarok – a battle which would go down in Norse legend as the final fight between good and evil. The devious evil God, Loki, has attempted to swing the odds in the favour of the dark forces by stealing three key weapons – Thor's hammer, Odin's sword, and Frey's spear – from the good side's arsenal. And, once in possession of the weapons, he secreted them on Earth, ensuring that the other Gods couldn't break their cardinal rule and mix with mortal man to search for them. Using their limited resources, though, the good forces impregnated a young virgin with a child who will eventually fulfil the prophecy of a mortal redressing the balance – the boychild Heimdall. Thus, it is several years after these events that we first encounter our young hero.

The main bulk of *Heimdall* is played over a series of isometric screens as our hero searches for the



The intro sequence details Heimdall's birth through the intervention of the Gods.

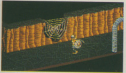
SUPER STAR

LET THE BATTLE BEGIN... The tales of Norse mythology are even more complex than those of the Greeks. Stories regarding Loki, Frey, Odin and, probably the most famous of all, Thor have been passed through generations of Danes and Swedes, and their names still have a bearing in the countries' many village and town names. Legend has it that these Gods created the Earth and the surrounding planets as playthings, and they would tinker and guide its people. To this extent, the Vikings were created. *Heimdall* is set towards the end of their reign, and precedes the events before the Battle Of Ragnarok, the climactic battle which saw the demise of the supposedly immortal race.

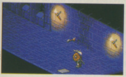
Apparently, all the Nordic legends were born to give explanation to sightings and happenings the primitive Vikings couldn't work out, and the story of Ragnarok is believed to detail the loss of belief in these Gods. In these convoluted tales there were three key figures on the side of good: Frey, Odin, and Thor, whilst evil was covered by the utterly ruthless Loki. Details of the Gods are recorded in Snorri Sturluson's definitive poem, The Poetic Edda, which recounts the battle and the stories surrounding it and describe its many characters.

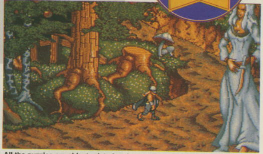
lost armaments. However, before our hero can accumulate the wisdom and stamina necessary for the journey, he must first undergo tests of his skill, agility and speed. Of all the scenes, the axe-throwing is perhaps the most (in)famous. An unfortunate girl has her head wedged through the hole in the centre of a round table, and her pigtails apparently secured to its perimeter. Whilst a horde of drunken Vikings leap around in the background, the player must position a moving cursor over each of the pigtails, and pressing fire sends an axe spinning in from its off-screen throwing point. In all, there are six pigtails to cut, and the original version's death scene has now been replaced by the girl pulling her head out in the nick of time – revealing the pigtails as fakes glued to her head! Following that, Heimdall must then attempt to wrestle a greased Boar to the ground, before leaping across the bow of a longboat and using his swordsmanship to KO the assailants on board.

Once all three sub-games have been completed (or skipped if you so wish), Heimdall can then recruit for the all-important mission. In all there are thirty villagers to choose from, ranging from worldly wizards to weathered warriors, and each has their own particular skills and weaknesses – for instance, whilst a warrior can handle himself in the heat of battle, their magical prowess is rather limited, and vice versa for the wizard. However, the number of villagers actually willing to join you will depend on your success during the sub-games, so it may be a case of taking what's available. Once your choices have been made, though, the real task begins with a quick recce of the surrounding islands on one of three rather crumpled maps – the only clue to the weapons' whereabouts. There are thirty-five islands to explore, split over three levels, each of which is inhabited by all manner of ➤

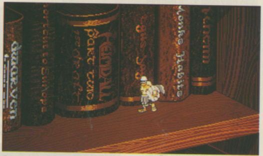


Floor switches are used either as traps or to open secret rooms.

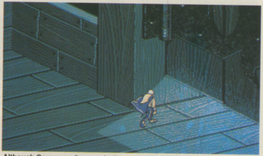




All the puzzles are object-related and normally require the player to retrieve an item and return it to its rightful owner.



Deep within the Land Of The Giants, the party find the bookshelf which holds the key to the completion of the second world.



Although Core weren't sure whether memory space would allow them to incorporate it, night now falls in the world of *Heimdall*.

DALL

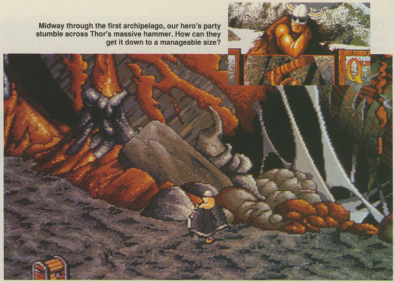
HEIMDALL

creatures and people and contains the many spells and goodies needed to prolong the mission.

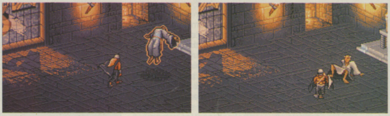
Heimdall's party begins with enough provisions to last them six days, and before the more distant islands can be accessed they must stop off and explore for further stocks – either that or die trying. Thus, before they can reach the furthermost points of the map, the nearest islands should be scoured first. Each of the islands is represented as a series of incredibly-detailed isometric rooms, within which Heimdall can move freely. As in past 3D games, these rooms feature doorways to other areas and also play host to all manner of traps, goodies, and mysterious creatures and people. However, unlike the aforementioned Ultimate games, *Heimdall*'s rooms are huge detailed affairs which occupy more than one screen and scroll in the customary eight directions with the Heimdall sprite kept central. When the party come up against an armed adversary, though, the screen swaps to a first-person perspective surrounded by a series of control icons.

Core have opted to play these scenes in real-time, so the player is thrown straight in at the deep end. On either side of the battle screen both your party's and the enemy's energy bar. By selecting the requisite icon, punches can be thrown, spells cast, and whatever weapon you have to hand used, until one of you eventually stays down. However, whilst this sounds unwieldy, the moves are easily accessible and the enemy fighters extremely intelligent.

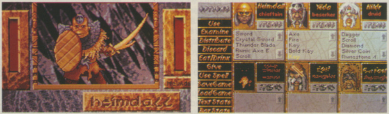
As mentioned, along the way Heimdall and his party can add to their already swelling inventories by opening and emptying any chests they find. On collecting or receiving extra goodies, the screen switches to that of an inventory screen detailing what each character is presently holding. In addition, from here the characters can swap, use or drop any collected items and replenish any lost energy by eating any food they have. Each character can hold up to eight items,



Midway through the first archipelago, our hero's party stumble across Thor's massive hammer. How can they get it down to a manageable size?



A wizard is held suspended by an age-old curse. On searching the large room, Heimdall locates a mysterious chalice which holds the key to the old man's freedom, and a useful pass by way of gratitude.

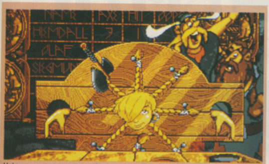


The fighting takes place within real-time, with the player effecting moves via a series of icons. From these, punches can be thrown, spells cast, and energy replenished. In addition, the inventory screen, with its many options, is accessed via the same systen.

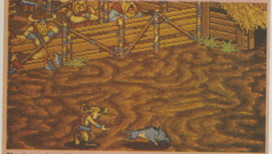
YE GODS!

Thor was the most respected deity, who was a Sky and Storm-God. The overseer of law and justice, Thor was a mountain of a man.Stories of Thor detailed his battles against giants and even the destruction of Loki's evil-spawned World Snake. However, defeating this creature (whilst fishing no less!) won his the accolade of 'Mankind's Champion'. Odin was a more complex character whose personality was split into three mannerisms, with traits taken from a warrior, a seer, and a poet. Just as Thor wields a hammer, Odin's spear is his champion and he also differed from Thor in that he actually toyed with the humans they created. Odin was reputed to tip the balance in the many wars on Earth's surface, giving chosen mortals special weapons before eventually leaving them in the lurch. After several years of doing this, though, Odin was branded the God of death and the gatesman to Valhalla – the Viking equivalent of Hell.

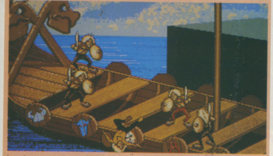
Frey was the God of fertility which the Vikings used to explain the growing of crops. Frey's stories aren't as well documented as those of Thor, Odin and Loki, but it is written that Freya, the love Goddess, was his sister and Njord, the God of sea-faring and wealth, his father. Frey was the only God to fall in love with a mortal, and is supposed to have fallen for the charms of a female Giant called Gerd, who he lived with within her underworld domain. Finally, Loki was the main reason for the Battle Of Ragnarok, and had a hand in Odin's death. On killing Odin,though, the other Gods took revenge and bound Loki with the guts of his children. A central figure in Norse mythology, Loki fathered the World Snake (an evil sea beast) and Fenrir The Wolf, both of whom fought by his side before and during Ragnarok. He was also the father of Hel – the Mistress of the dead. He met his match, as did the others, during Ragnarok which the legends use as their variant on the Armageddon theme, with all the Gods meeting for a final battle and dying in the process. For further adventures, why not seek out copies of Marvels' superb Thor comic book?



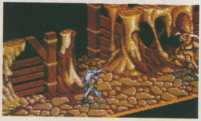
Using an on-screen cursor for targetting, axes must be thrown at each of the girl's six pigtails to sever them. Only ten axes are at your disposal, though, so care and accuracy are essential.



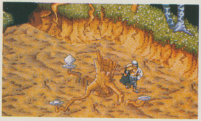
Chasing and catching a greased pig is harder than it looks. Played within a large, scrolling arena, Heimdall must leap onto the porker's back and stop it from wriggling away.



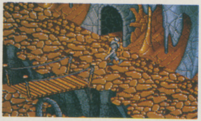
Leaping across the boat's precarious surface, Heimdall must knock his opponents over the side using his trusty sword, whilst ensuring that he keeps his footing and doesn't come a cropper.



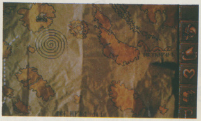
On meeting an enemy, the party can opt to fight it or run away. The latter is always possible, though.



Following a hint from an earlier puzzle, the party must position a series of special objects before they can progress.



Not all the exits are shown at once, and others are often secreted via magic. Switches can be used to reveal these, though.



The first of the game's three maps. Each level features between ten and fifteen islands, with at least two days travel between them.

but care must be taken not to waste any collected spells as further supplies are scarce. And it is from these easy-to-use screens that the game's many object-related puzzles can be solved.

Everything about *Heimdall* is geared towards ease of use, and despite any reservations a novice to the RPG genre may have, *Heimdall* is the perfect entry point. The large map area of the game allows a free reign of the play area, yet the limited supplies ensure that it isn't a doddle to wander through. Additionally, the 3D sequences require as much skill as a conventional arcade game, and the incorporation of a series of switches and puzzles keep the player on their toes and expand the basic adventure greatly. The game's many colourful characters are well implemented, too, and everything seems to flow both logically and easily. As I have already said, there is no doubting that *Heimdall* is an instant classic. It has style, depth and some of the most astounding graphics you are ever likely to see - easily up to the standard of the likes of *Dragon's Lair* and *Space Ace*. The attention to detail is nothing short of amazing, with a variety of worlds, ranging from a land of giants to a island of the dead, and these are inhabited by creatures worthy of a Don Bluth or Disney cartoon. Even the backdrops are stunning, with stone floors broken up by clumps of moss and shingle. In fact, coupled with its massive and varied game task, I'd go as far to say that *Heimdall* is probably the most ground-breaking game since Ultimate released *Knight Lore* and Epyx completed work on *Impossible Mission* and *Pitstop II* - and that's the highest commendation I can give.

Steve Merrett

CORE DESIGN £30.99

> **The ultimate in arcade adventures – brilliant!**

GRAPHICS	96%
SOUND	95%
LASTABILITY	95%
PLAYABILITY	94%
OVERALL	**96%**

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Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

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MINDSCAPE

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TERMINATOR 2

JUDGMENT DAY

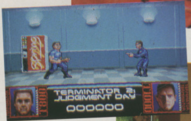
It may have taken seven years, but, as he promised, the Terminator is back. We all know that the film is one of the most expensive ever (with almost a quarter of its budget going out to people who had to be paid off before filming could even begin), but for those of you who haven't seen it yet, allow me to completely ruin the plot for you.

Ten years after the events of the first film, Sarah Connor has been banged away in a high-security institution for her insistance that she knows when the world will end. Her son, John, is already showing signs of becoming the genius leader he will eventually mature into, and with these details cemented, it's time to wheel on Arnie in his T800 Terminator role. However, this particular Cyborg has in fact been sent back to protect John (by John himself – still with me?) from the unwanted attentions of the more advanced T1000 unit, which boasts shape-shifting capabilities and is by far the star of the film. What follows is a series of destructive set pieces, which includes the trashing of all manner of buildings, cars, and helicopters as the two Terminators battle over young John.

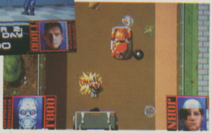
Starting in an arcade that John frequents, the game takes the form of a beat 'em up with the player assuming the role of Arnie as he trades punches with the powerful T1000. Both Arnie and the T1000 are represented by two large sprites, both of whom punch and fire their guns at each other. However, the second Cyborg's shape-shifting capabilities also allow him to elongate his neck into a powerful punching device giving him a slight advantage. A problem Kevin encountered when he was working on the game's storyboard was that as both machines are virtually indestructible, then creating the breaks between scenes proved especially tricky. By stunning the T1000 with a succession of punches, though, Arnie eventually wins through to a digitised sequence and the next stage.

A vertically-scrolling chase ensues with Arnie and John escaping the pursuing T1000 who is following in a massive truck. This is very simple fare, with the player controlling the bike as it weaves past obstacles until the end of the stage and the next level. Any lost energy can be replaced in the first of the two puzzle games, which recreates the reparation of Arnie's hand in the first film. As with the later stage, where Arnie's head is in for repair (but who's going to tell him he needs it!), the player must solve a sliding block puzzle within a strict time-limit and, depending on the percentage solved, part of the T800's health is replenished.

After a brief horizontally-scrolling session against the combined might of an armed SWAT team and dabbling at the aforementioned 'face



Starting in the corridor behind the arcade John frequents, the T800 and T1000 square up for the first time.



Leaping over VWs and avoiding puddles in the chase scene.

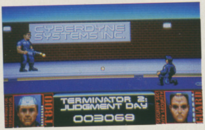
TERMINATOR 2

JUDGMENT DAY

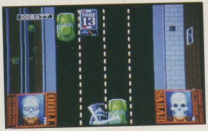
puzzle', Arnie then moves on to another vertically-scrolling chase sequence. This time, the T1000 is in hot pursuit in a helicopter, and Arnie steals an armoured van in which to make a quick getaway. With Sarah in the back, the player must guide the van and keep its movements steady so that Sarah's crosshair can be trained on the pursuing 'copter. However, Sarah's aim is ruined whenever the van moves to avoid an obstacle and the T1000 also fires back, depleting our heroine's already low energy. Of all the sections, this is both the most innovative and playable, as guiding the cross hair and keeping Sarah from harm requires a deft hand and good reflexes, something which the rest of the game rarely requires.

Nowhere is this lack of originality more apparent than in the steelworks section where the final showdown between the two Terminators takes place. A visual showcase in the film, this is a repeat of the first stage dumped against a glowing steelwork's backdrop. I really can't help but think that more could have been done here, and this scene fails to make use or incorporate any of the film's stunning sequences – surely Arnie could have split the T1000 up more? This sums up *T2 – The Game*, really. What's there is, is really well done, but lacking in originality. The sub-games are simplistic and dull, which are the last two adjectives I would use to describe the film. By no means a dire licence, but definitely not all it could be.

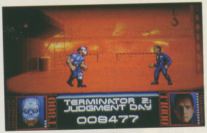
Steve Merrett



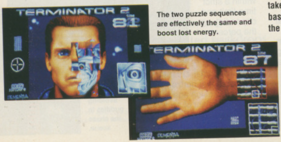
After leaving the Cyberdyne building, Arnie encounters the awaiting SWAT team for more blasting action.



Everytime the van is moved, Sarah's aim on the pursuing T1000 is ruined, so a happy medium between weaving and shooting must be found.



Culminating in another one-on-one fight at the Steel Mill, the T800 and the weakened T1000 battle for John Connor's future – or lack of it!



The two puzzle sequences are effectively the same and boost lost energy.

WHERE'D THE MONEY GO?

Terminator II's humungous budget has been the talk of Hollywood as everyone wonders quite how they managed to spend such an amount. The sad truth of the matter is that a quarter of the money went on paying off some of the people behind the first film. For instance, Gale-Anne Hurd, Cameron's ex-wife and co-producer of the first film, demanded five million dollars before she'd give her permission for a sequel, and other executives from the first film needed paying, too. Cameron himself picked up a cool six million dollars for directing and producing, and, as for Arnie, as well as his well-publicised five million dollar Lear Jet, he also picked up a hefty seven million dollars for repeating the role. Still, at least he uttered at least 700 words in the sequel compared to the 72 of the first film – that's what we call good value-for-money.

SUB-GAMES

Most of the film's budget went on creating the visually stunning T1000 effects, which depict the unit turning into virtually any person or object it encounters, but the film is also very strong on characterization and plot which are nigh-on impossible to be squeezed into a credible game. In comparison to the brilliant film, no matter how hot the game, it's still going to come across as a slight disappointment. However, ignoring any comparisons, the game still isn't all it could be.

Programmer Kevin Bulmer has taken the sensible option of basing key action sequences of the film and creating a series of sub-games around them. Unfortunately, although the sub-games are technically proficient and, for the most part, fairly playable, the whole package comes across as disjointed and, frankly, unimpressive.

OCEAN £25.99

> Doesn't capture the film's excitement...

GRAPHICS	79%
SOUND	70%
LASTABILITY	59%
PLAYABILITY	70%
OVERALL	**69%**

MOONFALL
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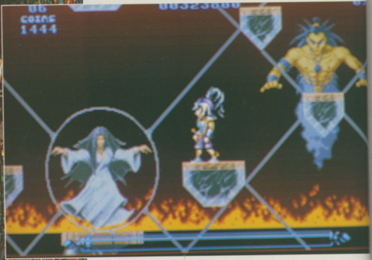
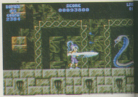
LEANDE



A couple of years back, you couldn't escape the phrase 'looks good, but the gameplay lets it down' when ending a review of a Psygnosis game. Although they were graphical pioneers with the likes of *Barbarian* and *Obliterator*, it's only in the last year that they have started to bridge the gap between playability and quality presentation. *Leander* brings them one step closer and whilst it still isn't perfect, it is one of the best console-style games to appear on the Amiga in a long while.

It opens with a coin-op quality intro, detailing the game's rather stale scenario of a Princess whisked away by the evil Lord Thanatos who is about to drain her very life force. And enter, stage right, our armoured hero (the eponymous Leander) who, initially armed with a sword, must traverse the game's three main levels and thirty-odd sub-levels in his attempt to free her. Hardly original stuff, but then again the same can be said about the gameplay. Don't get me wrong, though. Even if *Leander* won't win any originality awards, it's playable stuff and offers a massive challenge.

Development team, Travellers Tales, have deliberately given the game a console feel – the gameplay is both simple and addictive, and this also extends to the game's presentation. After switching between its three difficulty levels and selecting the number of continues, the game begins with our hero standing before an attractive rocky backdrop. Leander



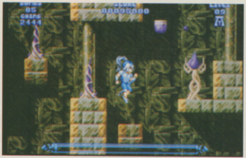
Buying extra weaponry from the shops makes life a little easier.

SCREENSTAR

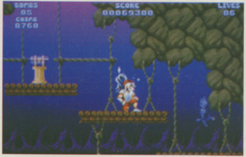
ER

himself is a nicely-animated large sprite who, using the usual combinations of the joystick and firebutton, can be made to run, jump and slash out at any attacking creatures. However, he also reacts to inertia which makes accuracy all-important. As our hero explores his detailed landscape, the backdrops and horizon change using some of the smoothest eight-way parallax scrolling you're ever likely to see, and inhabiting this visually-stunning play area are all manner of energy-sapping mutants and guards.

Leander's massive play area is split into two distinct areas, with the main outer area and its tortuous platforms, rock faces and trees giving way to vast, dark cave systems which literally hold the key to completing each level. The path to Thanatos and the end of the game is divided by a series of time-gates which remain inactive until Leander collects the necessary key to pass through them. If comparisons must be made, I suppose that *Leander* draws ideas from Capcom's *Strider* – particularly in the athletic nature of the hero – whilst 'borrowing' the graphical finesse of Psygnosis' own *Shadow Of The Beast* series. Depending on your chosen difficulty level, Leander can despatch the marauding nasties with a quick slice or two from his trusty sword, which then reveals a health-replenishing icon or a coin for exchange at the local weaponry emporium.



Controlling the inertia over Leander is essential and allows for some breath-taking pixel-perfect leaps onto seemingly inaccessible areas.

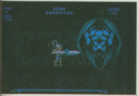


As a last resort, Leander can be made to perform the ultimate sacrifice. Turning a lethal shade of red, he explodes, killing everything.

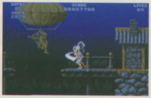
Like the caves, shops are entered by pulling down on the joystick, and a stereotypical round-eyed girly shows you her wares. Depending on your skills with the sword, your new-found wealth can be spent on a variety of add-ons, ranging from stronger armour, to knife and sword combinations. However, the loss of a life returns you to your relatively weak state, so stealth is still needed if the later stages are to be reached. Of all the accessories available to the player, armour is probably the most important. Initially, Leander can sustain three hits from the enemy. His armour changes colour to indicate its remaining power, and if the number of hits exceeds this then he explodes in a *Strider*esque effect.

The only fault I can find with *Leander* is that it doesn't vary a great deal and some of the action is a tad repetitive. However, nice touches include an interesting line in moveable platforms (a horse-drawn carraige, no less) and the Japanese 'feel' the game has, which is even carried down to a smart bomb effect where our hero can sacrifice a life by commiting hari-kari. It is little touches like these, coupled with the addictive – if slghtly repetitive – gameplay that raises *Leander* head and shulders above most other platform games, and it is certainly recommended.

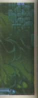
Steve Merrett



Leander's foes vary in size and in the number of hits needed to kill them.



As our hero progresses, the backdrops get progressively bleaker.



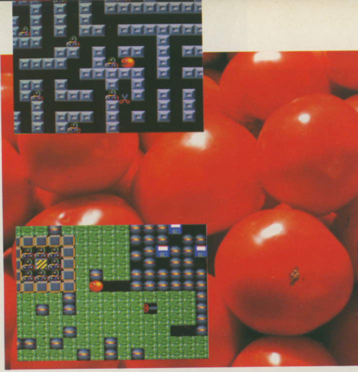
TURNING JAPANESE...

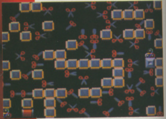
The Japanese have spawned some of the most original and challenging computer and arcade machines ever. Starting in the days of *Space Invaders*, whilst everyone else started churning out clones and variants, our Eastern friends were looking to the future and the next progression. They also took brave steps with new equipment and ideas, creating the console boom and CD storage in the process. The key to their success with games comes from each title's simplicity. *Rainbow Islands*, *New Zealand Story*, the *Mario* games, are all regarded as classics and all originated from Japan. In addition, when they want to avoid the cutesy market, they can turn their hand to creating some of the fastest and mind-blowing blasters a games player could want – although, admittedly, overkill often happens, as on the Megadrive. That said, though, British development teams are now starting to exceed limitations created by our most popular machines, so maybe, in the words of Colin Welland, 'The Brits Are Coming...'

PSYGNOSIS £24.95

> **Japanese-style console gameplay works a treat**

GRAPHICS	84%
SOUND	80%
LASTABILITY	79%
PLAYABILITY	82%
OVERALL	**85%**





Although daunting, the maze-like lewels can be negotiated providing you have the patience. Remember that some tokens are hidden behind walls. . . .

SUPAPLEX

As if being a bright orange blob isn't bad enough, poor ol' tomato-face Murphy has been trapped in the electronic innards of a huge supercomputer and has to fix all the bugs in its many programs. To do this, our overly plump friend has to whizz around the 111 maze-like levels collecting tokens and solving some of the most taxing and teasing puzzles I have ever had the displeasure to play!

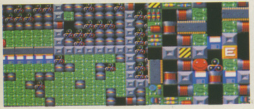
Each level requires the Pacman-like Murphy to collects a certain number of Infotrons and then head for the exit. Some of these are easy to reach, but others are hidden behind walls or secreted beneath huge columns of boulders which have to be moved out of the way. You'd think that with so many levels things would become somewhat repetitive, but the Swiss-based designers have managed to cram lots of different traps and puzzles into each stage so that things never get boring and there's always a new and perplexing challenge ahead.

The basic gameplay is akin to that of First Star's *Boulderdash* and its PD cousin, *Emerald Mine.* Diamonds might have been replaced with Infotrons and boulders by Zonks, but they perform the same functions – ie. collect the Infotrons and keep a watchful eye out for falling Zonks! Of course, there's a lot more to it than that, as the puzzles have been constructed to test your mental powers to their limit. Computer disks can be used to blow holes in computer walls to grab more of the valuable Infotrons and there are vicious pairs of marauding scissors on the loose wanting to slice and dice poor Murphy into a gooey tomato puree. In addition, there are also multi-directional transporters to access different parts of each level as well as flashing electrons which need to be crushed by falling bolders to release their stash of Infotrons.

There isn't a scoring system as such, but Digital Integration have included a timer so that you can keep track of how long it's taken to complete each level and the overall game.

Only one life means that some of the more difficult levels have to be attempted repeatedly. The lack of a two-player mode is disappointing, too. But the overall feel of the game, coupled with the brilliant and well-thought out puzzles, means that *Supaplex* will provide hours of brain-straining fun.

Dan Slingsby



The bugs you'll need to find are scattered – so search out and make a note of the location of the transporters.

ROCKS AWAY For those of you who have never experienced the joys of First Star's brilliant *Boulderdash*, the game involved the player guiding a small brownish grey cave mite around a system of mud-filled caves collecting valuable diamonds. The cute mud-shoveller would patiently tap his feet when not in use and dig too close to a precariously balanced pile of boulders and he'd be squashed beneath an avalanche of rocks. Also on the loose were a variety of nasties who patrolled the networks of caves and some extremely tough puzzles. Widely regarded as the best puzler ever.

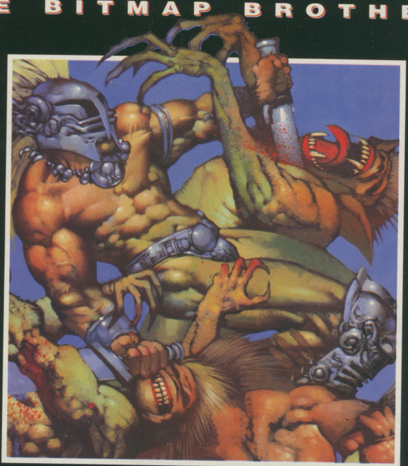
DREAM FACTORY £19.95

“Brilliant puzzler in the Boulderdash tradition”

GRAPHICS	74%
SOUND	50%
LASTABILITY	81%
PLAYABILITY	88%
OVERALL	**85%**

GODS

THE BITMAP BROTHERS



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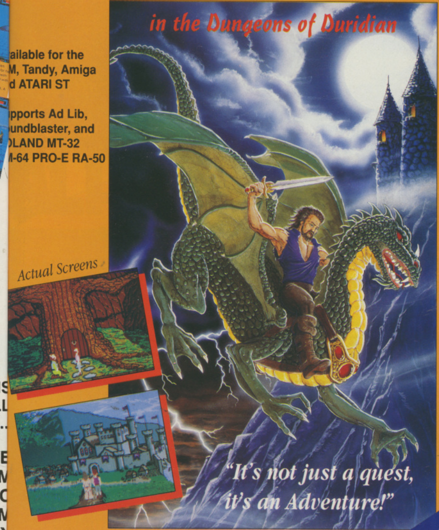
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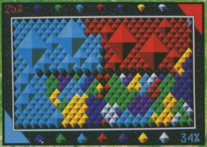

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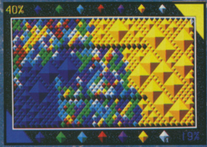
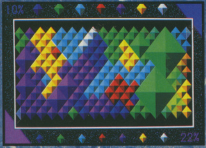


Your weapon: an alliance of the colours.



Your aim: to conquer the territory.

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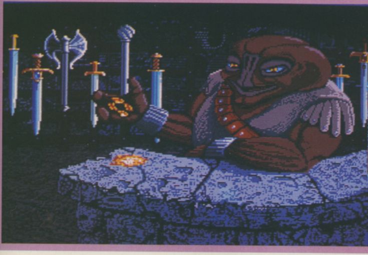
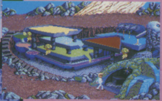
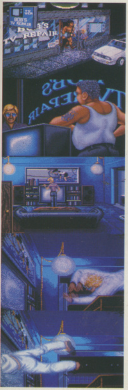




ALtered Destiny looks and plays a lot like the Sierra *Space Quest* games. What it lacks is speed.

ALTERED DESTINY



As with all Accolade games, there's a meaty intro sequence to introduce the action.

If time weighs heavily on your hands then *Altered Destiny* might well prove to be the answer to absorbing some empty hours. It's a six-disk graphic adventure with the emphasis on exploration and discovery. Loading alone absorbs several minutes, particularly if you choose to watch the snail-slow animated introduction that unfolds across several screens.

There's nothing wrong with games which take plenty of time to play of course – far too many have the longevity of a stick of gum – and *Altered Destiny* has a multitude of locations to explore, objects to examine, and plenty of sticky puzzles to solve.

The plot revolves around PJ Barrett, a businessman who settles down for a quiet night in front of the TV with his girlfriend only to switch on the recently fixed set and find himself sucked inside, popcorn and all. It's hardly an astoundingly original plot, particularly for an author of bona fide sci-fi novels and nor is the tale which unfolds in the fantasy world within. No TRON-type hi-tech scenery or even giant valves and diodes here, just a typical Terry Pratchett-style world of bizarre creatures and weird locations.

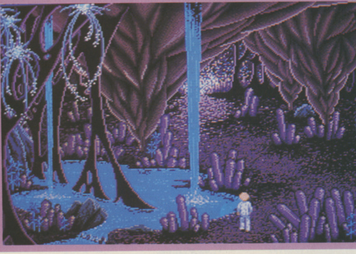
In order to return to the comfort of his living room, Barrett has to find a character called Helmar who has in his possession a jewel with destructive powers that are destroying the universe he is caught up in.

The game begins with PJ in a clearing on the top of a huge floating vine. There are no obvious clues as to what to do or where to go, so exploration is the order of the day. You can control the character from the keyboard and the mouse, though you'll soon find that it can be painfully slow to move him with the latter. It also takes an irritating time to load each screen from disk too, particularly when you shift locations and have to place a different disk in the drive.

There are plenty of locations too, from bizarre structures, weird multi-coloured woods, a castle, an evil smelling canyon, boiling pits and more. These areas are populated by fantastic creatures which PJ must first ascertain are friendly.

Altered Destiny's game system is based on typing in commands and questions on the keyboard in true adventure style, and this is one of the overriding irritants of the

Four roads lead off to the game's major locations which are populated by a whole host of bizarre-looking creatures.



An extra drive comes in handy as the game takes up six disks. You'll be forever swapping disks if you've only got the one drive.

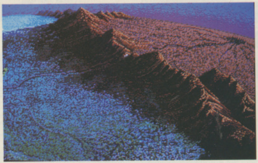
ALTERED DESTINY

game that could well put off players used to more streamlined styles of graphic adventure. The one that comes most readily to mind is Delphine's Cinematique system which can be found on *Cruise For A Corpse* and *Operation Stealth*. A system which works logically (as do the puzzles found therein) and efficiently.

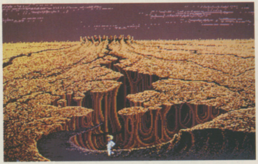
The packaging to *Altered Destiny* also boasts 'Enhanced 32-Colour Graphics' and while you're not going to be put off at the colourful cartoon-style locations depicted on each screen, they're far from being airbrushed artworks. Sound too is limited to an extensive series of twee tunes which play through each screen but which do little to add to the atmosphere of the game.

If this sounds like a demolition job it isn't meant to be. *Altered Destiny* has plenty in its favour – the graphics are colourful and the game is strong on flavour and characterisation. It's just difficult to agree that it pushes 'the envelope of adventure gaming' as one quote on the box suggests. If anything this is an old-style graphic adventure with enhancements, and for that reason it will only appeal to the type of person who reckons 'they don't make them like they used to'. Others will breathe a sigh of relief.

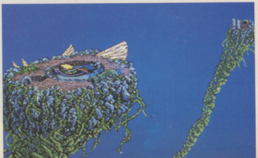
Mike Pattenden



Without a doubt, the game features some of the best graphics ever to have graced the Amiga – absolutely stunning!

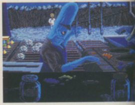


Here's the floating island from where you'll start your journey. If you're stuck why not grab a lift from one of the floaters which periodically hover around the screen? Make sure you choose the right one though.



THE AUTHOR

***Altered Destiny* is the work of Michael Berlyn, a former senior designer at highly respected fantasy game designers Infocom. He was responsible for creating *Suspended* and *Infidel* among others, which explains the classic adventure style of his latest game. He is also the author of several sci-fi novels the most recent of which was The Eternal Enemy.**



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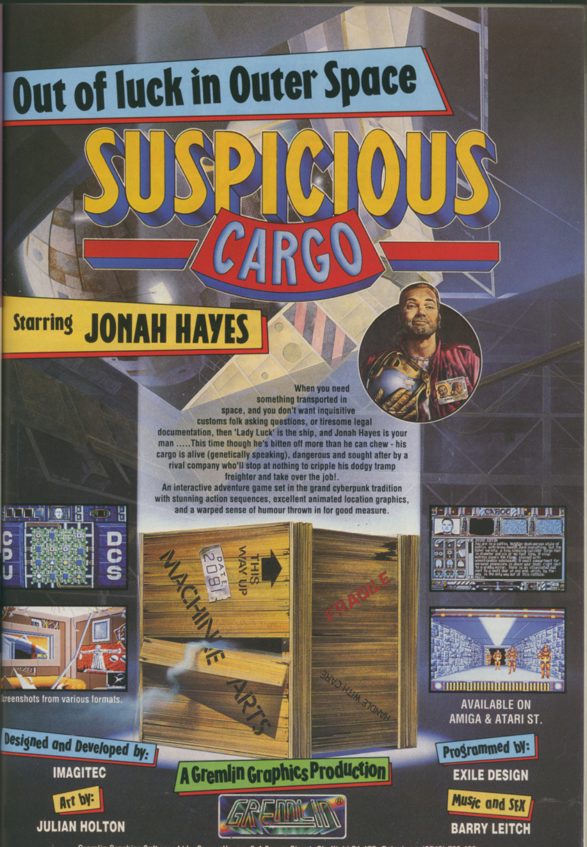
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GONE, BUT NOT FORGOTTEN..

With so many games released each month, it's not surprising that a few are fated never to appear – the Lord Lucans of the gamesworld. Steve Merrett looks at a few classic cases and the reason for their losses.

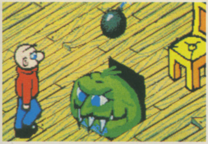
It's a fate that has befallen the likes of Freddy Krueger, Judge Death, and Desperate Dan, and one that was only just escaped by Bub and Bob of *Rainbow Islands* fame. What is it? The perilous world of unreleased games, that's what. The reasons for the scrapping of a product after months of development are manifold, but the main reasons are often down to lousy time-keeping by the programmer or the Soft Co. responsible folding. No company consciously wants to lose a product, but often certain factors make it impossible to release it, and, even after thousands of pounds are spent on add support, the plug may still be pulled on a product.

Oh dear, neither James nor Marilyn made it. A shame, as ol' Jimmy had such potential as a car game.

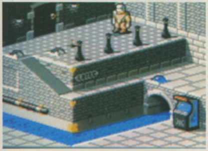
One area where software houses strive not to lose out, though, is in the lucrative world of licencing. However, despite a series of major successes and dismal failures, this sub-genre has still seen a series of hot potential licences fall by the wayside. A classic example is U.S. Gold's signing of horror's greatest icon, Freddy Krueger, for a game based on his exploits in the Nightmare On Elm Street series of films. After releasing details of the licence and aiming for a September '90 release, interest at the U.S. Gold camp promptly died out and the project was eventually scrapped. Quite why, nobody is sure, and in the States Nintendo's NES sports a rather nifty platform romp starring the razor-taloned killer, so what went wrong? According to a U.S. Gold spokesperson, they didn't want to get involved in a game based on a child killer, but fictitious Freddy hardly rates alongside Peter Sutcliffe or Charles Manson.

What's more, another potentially hot U.S.G licence, this time based on those perennial rockers, Iron Maiden, was announced and promptly shelved, too. Once again, this was supposed to enter the realms of the unknown, and was to star the band's mascot, Eddie, in a series of sub-games as he fought for the side of bad. Alas, his binary debut is put on hold – permanently.

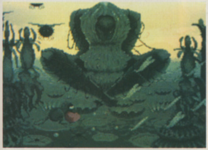
Almost ranking with licences in the money-losing department are the games which were advertised as 'out now' but which, sadly, never quite made it. Late in 1989, Telecomsoft started a series of monochromatic ads, for the likes of *Tyger Tyger, Weird Dreams, Blazing Barrels* and *Savage*. Of these, only *Weird Dreams* and *Savage* eventually turned up, courtesy of Microprose. However, one of the casualties lost during Microprose's buy-out of the many Telecomsoft labels was due to other, more personal reasons. *Dick Special* was set to revolutionise the (then) fledgling Amiga games market, and mark the return of *3D Ant Attack* coder, Sandy White. However, it wasn't a



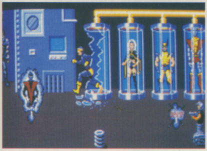
Lost for love, Sandy White's stunning-looking *Dick Special* had genuine promise.



It's coming out. No, it's not. Then again. . . Ah, forget it! Gremlin's *Ramrod.*



Set in an ant colony with the player trapped, *Terrarium* obviously got lost in its own maze.



X-pected but never to appear. The Edge's rarely-seen *X-Men* licence.

reluctance to meet deadlines or the ensuing loss of the company, instead it was woman troubles that killed off Dick. Sandy's beloved's running off with the game's development manager sent the part-time sculptor into a massive depression and, eventually, out of the industry altogether. A pity, as this 3D arcade/adventure promised cartoon-quality graphics and animation long before Readysoft came on the scene.

Close behind Telecomsoft in the lost cause department are Mirrorsoft, who announced a succession of original and interesting titles. Among these were the likes of *Dynamite Debugger, Terrarium,* and the much-hyped Jason Kingsley adventure, *Pallidin.* And, you've guessed it, with the exception of Pallidin (which was reviewed last month under its new moniker of *Blade Warrior*), the other two never made it. 'It's really annoying,' says Mirrorsoft's Cathy Campos, 'we spend a lot of money developing these thing, only to be let down by the programmer. After a while, and in the case of *Dynamite Debugger,* we just get cheesed off. After all, there's only so much money we can pump into a project before it stops becoming financially viable.' On the other hand, it must be said that it is often the programmer who gets stuffed. Take Graftgold's Andrew Braybrook, for instance. For nine months he slaved away producing *Paradroid '90,* even going to the extent of taking the game round to the mags himself. The game was a real corker, deserving all the success its 8-bit counterpart attained, but with the collapse of Hewson the game's release was bodged and Braybrook and Co. never made the money they should have earned.

The list of lost games is endless and is a veritable who's who of software houses. On the licence front, casualities included comic heroes, including *Judge Death* (a corking licence if ever there was one), *The X-Men* (apparently, the programmer decked The Edge's Tim Langdell before storming out), and The Dandy's many characters. The latter, which was due to appear courtesy of Grandslam, actually had promise, too. Starring Brassneck, Desperate Dan and Corky The Cat, it was to be a series of arcade sub-games including Brassneck in a manic kitchen, and Corky solving picture puzzles, but it just faded away. Ocean were set to recreate a vast number of popular 8-bit coin-op hits at one point, too, including *Combat School, Renegade,* and *Gryzor,* but although they were advertised, *Renegade* was the only one that made it, and that was for export overseas only, and Ocean's Gary Bracey admits that *Combat School* and *Gryzor* were never farmed out.

Unreleased games are nothing new, and each new machine will have a series of 'coming soons' that don't. Although the problem is still there, though, it's by no means as severe as when the Amiga was launched. However, it's still interesting to think of some of the games that sank without a trace. . .

THE A-Z OF UNRELEASED GAMES

Ace Attackers – *Activision*
A Nightmare On Elm Street - *U.S. Gold*
Aquaventura – *Psygnosis*
Astounding Astral Adventures – *Palace*
Atomic Lunch – *Herman Serrano*
Bamboo – *Thalamus*
Blazing Barrels – *Firebird*
Broadsword – *Rainbird*
Charlie Chaplin – *U.S. Gold*
Combat School– *Ocean*
Creepy Crawly – *Audiogenic*
Crime Town Depths - *Mirrorsoft*
Delta – *Thalamus*
Dick Special – *Firebird*
Die Hard 2 – *Grandslam*
Driftlands –- *Activision*
Dynamic Debugger - *Mirrorsoft*
EPT (AKA STAR and Frontier) – *Firebird*
Exodus – *Activision*
Gore – *Psygnosis*
Gryzor – *Ocean*
Guerilla War – *Ocean*
HEL – *Thalamus*
Hunter's Moon – *Thalamus*
Insectivore – *Binary Design*
Iron Maiden – *U.S. Gold*
James Dean – *U.S. Gold*
Judge Death – *Piranha*
Lock On – *Activision*
Lone Wolf – *Audiogenic*
Marilyn Monroe – *U.S. Gold*
Mars Cops – *Arcana*
Monster Museum – *Palace*
Ramrod – *Gremlin*
Rastan Saga – *Ocean*
Renegade Trilogy – *Ocean*
Rimrunner – *Palace*
Sanxion – *Thalamus*
Secret Of Sharla – *Thalamus*
Siege On London – *CRL*
Skeltor (Paul Woakes) – *Novagen*
Slam Dunk – *Virgin*
Superthief – *Palace*
Terrarium – *Mirrorsoft*
The Abyss – *Activision*
The Bobby Yazz Show – *Big Apple*
The Dandy – *Grandslam*
Vaux – *The Software Business*
WEC Le Mans – *Ocean*
X-Men – *The Edge*

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402	CRIONICS MEGADEMO – includes Madonna demo
575	NEVERWHERE • – great but bad language on
806	CARDOMAN • – great filled vectors
841	SLEEPING BAG • – vectors " great ray-traced anim
852	BUDBRAIN 2 – another great demo
998	INTERSPACE – filled vectors from Phenomena
1003	ENIGMA – excellent demo from Phenomena
1045	PLASMATEX 91 – great plasma demo
1090	GLOBAL TRASH – very good by Silents
1113	TOTAL CONFUZION • – brilliant demo
1139	OBLIQUE INFINITY – well worth a look
1219	VIRTUAL WORLD • – the 2nd part is superb

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APD130	WOODEN BALL • – futuristic football?
APD138	SPANISH TUTOR – learn Spanish
APD146	FRUIT MACHINE – very good simulation
APD153	MISSILE COMMAND – looks easy!!
APD230	ASTEROIDS • – 4 versions on this
APD271	WIZARDS DOMAIN •
APD292	THE HISTORY OF ARKOS •
APD293	GRAND PRIX SIM •

MUSIC

293	KYLIE MINOGUE (2) – digi-pics & music
472	PAN III – music in a fish tank
577	SOUND OF SILENTS – brilliant
629	VANGELIS • – turn off lights & relax
839	AMAZING TUNES II (3) • – excellent sound
868	BETTY BOO – one and a half min sample
932	JOCHEN HIPPEL – some nice touches
942	BLUES HOUSE (2) • – music + game of thrust
983	NEWTRONS BOX – digi-pics & music
993	SPACED OUT 2 – good sounds from M. Fields
1014	DO THE BARTMAN (3 disks/2 drives)
1108	VIVALDI 4 SEASONS – classical music (2 disks)
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MEGA+17	THE DATING GAME (2 disks/3.5 Meg)
MEGA+18	LANDING (4 disks/4 Meg)

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1255	INVISIBLE WORLD – see bugs magnified
1268	THE PRISONER – remember the series?
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1338	INDY JONES/LAST CRUSADE (2)
1340	TEENAGE TURTLES – good slideshow
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1482	TERMINATOR 2 • (2 DISKS/2 DRIVES)

ANIMATIONS

858	LIGHT CYCLES • (2)
902	BATMAN THE MOVIE •
935	AAGATRON ANIMATION 37 •
990	FRANKLIN THE FLY •
1056	COYOTE STRIKES BACK •
1059	STEALTH ANIMATIONS •
1060	AMY VS WALKER •
1061	LATE NIGHT/TERMINAL •
1119	BASKETBALL PLAYER •
1311	ASTEROID FIELD •
1483	MR POTATO HEAD •
1484	5 PAST 4 • – ray traced
1485	VIETNAM CONFLICT • – Eric Schwartz

GAMES

221	MOIRA • role playing game
300	STAR TREK • (2) by Tobias Richter
414	RETURN TO EARTH • – Elite-type game
670	QUEST HOLY GRAIL • text adventure
673	TRAIN CONSTRUCTION – build your tracks
742	TENNIS • with sampled speech
863	POPEYE LCD
879	TREASURE SEARCH – for the kids
893	LEARN & PLAY (2) – for the young
906	GOLDEN FLEECE • – text adventure
958	FRANTIC FREDDY – remember it on C64
967	YELP – painter type game
1024	WIZZY'S QUEST • – very good
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LPD29	BIG TOP FUN • – top quality educational program
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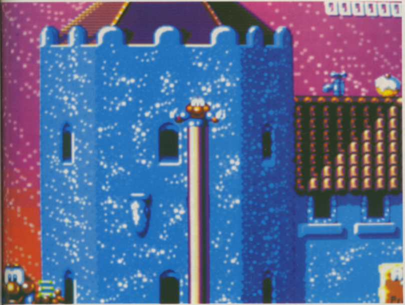
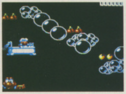


SUPER STAR

Each room must be tackled in order, and the interiors each boast a special theme. Working his way through Toy World, and into a Cake Land, James eventually encounters a Soapy World, complete with bubbles and baths.



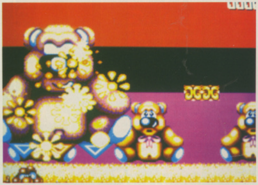
ROBOCOD

Although it can be argued that consoles are holding back the development of more advanced games and ideas, their big plus point is that they have forced game developers to pay as much attention to gameplay as aesthetic appeal. However, whilst many Amiga titles aspire to such playability, only Millenium's sequel to *James Pond* can truly claim the crown. Completely ignoring the arcade/adventure precedent set by the first game, *Robocod* combines the speedy scrolling of *Sonic The Hedgehog*, the countless quirks and add-ons of *Super Mario World*, and the most appealing computer game hero since Gremlin pensioned off Thing On A Spring.

Starring a bionically re-engineered version of our aquatic agent, with a new telescopic inset implanted into his midriff, *Robocod* is set within Santa's Toy Factory (PLC) where St Nick is being held by the evil Doctor Maybe – returning after the humiliation he suffered in the first game – and marks a new pinnacle in platform games.

After boarding Santa up in one of the factory's many rooms, Maybe is awaiting Pond's arrival deep in the heart of the building. So, starting in the wintry wastes surrounding the complex's many entrances, James is all set to do battle and ensure that Christmas won't be disrupted after all (hurrah!).

Santa's factory is split into a number of attractive themed levels, which includes cake rooms whipped up from icing and a toy room built up from Lego. However, our fishy spy can only access these rooms in a specific order so each must be tackled as he comes across them. Each section is made up of a series of eight-way-scrolling rooms, which vary in size, and are patrolled by a number of evil creatures. The production of these nasties ties in rather neatly with the scenario as they are made by a series of toy-making machines which have been reprogrammed by Maybe to secure the area – a nice touch of consistency. Despite his genial appearance, Pond is armed with the ultimate in weapons – his backside – and by pulling down on the



Guardians await our fishy friend at the end of each world, and must be destroyed by bouncing on them. By a pulling down on the joystick, James is compacted into a ball to stun or kill anything unfortunate enough to be beneath him.

➢

ROBOCOD

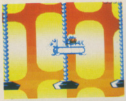
➤ joystick whilst he is mid-jump, our hero points his rear downwards, and rolls himself into a ball to protect himself from damage.

Each of the rooms is made up of a series of platforms, upon which lie the key to the completion of each stage – Penguins. And if you're wondering about the relevance of these birds to Santa's grotto, it's simply because Millenium have secured a promotional deal with Rowntrees to promote the game via their biccies – perhaps John West would have been more appropriate.

Getting back to the point, though, by hook or by crook (and by plentiful use of his elongating torso and jumping ability) James can make his way across the colourful platforms and collect the assorted extra lives and bonuses which are generously scattered upon them, all the time avoiding contact with the marauding toy soldiers, snakes, draughts-pieces, and other level-related baddies. To make this considerable task slightly easier, though, certain levels arm James with assorted Cars, Planes, floating bathtubs (!), and a pair of *Mario*esque wings for those hard-to-reach corners. Using these devices to his advantage, James must hunt down the aforementioned Penguins and knock them from their perches and, when this is done, a small beacon lights up indicating the exit. Beware, though, for on later stages, false beacons have been left to send the poor agent back to the starting point.

It's not just the incredible playability that makes *Robocod* so much fun, it's the variety of things to see and do. Rather than sticking to the same linear platform formula, there are bonus rooms to be found, end-of-level guardians, and literally thousands of goodies to be collected. The good news doesn't end there, either. The game is a real peach to look at, with the intricate foreground graphics lit by bright, but not gaudy, backdrops, offsetting the game's bold look perfectly. The look, the playability, the control over Pond himself – make *Robocod* one of the best games I have ever played. As far I'm concerned you can stuff your *Magic Pockets*, this is the ultimate in platform playability and quite simply the best game to arrive from the Millenium stable to date.

Steve Merrett

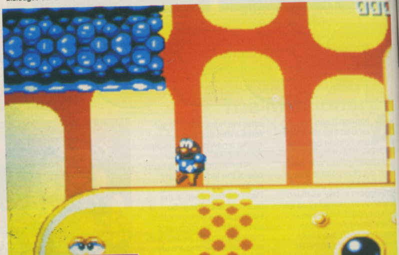


James can collect and use many neat modes of transport along the way. Most common are a pair of *Mario*-style wings to reach the upper parts of the level, but there are also cars, planes and baths to be driven or flown. However, touching a nasty while in these, dislodges our bionic hero.

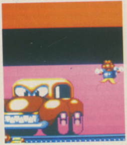
SQUIDS IN...

With Robocod about to hit the streets, already software houses are starting to realise the potential of fishy main sprites. Here a few to expect:

The Codfather (U.S. Gold)
The Shrimpsons (Ocean)
Lotus Turbot Esprit (Gremlin)
Cods (Renegade)
Alien Prawn (U.S. Gold)
Video Squid (Gremlin)
Sharkman (Ocean)
Mega Fins (U.S. Gold)
Wrath Of The Bream-on (Readysoft)
Billy The Squid (Ocean)
Battle Squidron (Innerprize)
Cruise For A Carp-se (Dolphin-e)



In a tribute to the original game, James once again takes to the seas to solve a series of puzzles. Running into a rather familiar yellow submarine along the way.



MILLENIUM £24.99

“Halibut this for the best in platform adventure?”

GRAPHICS	90%
SOUND	85%
LASTABILITY	87%
PLAYABILITY	93%
OVERALL	**93%**

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AMIGA
ATARI S
MEGAT
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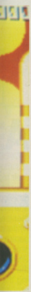

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93%

93%

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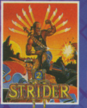
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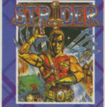
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"It's a rootin, tootin, slashin, smashin, bashin em'-up and it's darn well proud to be that way!". *YOUR COMMODORE 89%. (C64).*

"As a full-blooded shoot em'- up. U.N Squadron does make the grade!". *ST USER.*

"Spiced with plenty of action, U.S. Gold have done the biz". *AMIGA FORMAT.*

One of the classiest conversions around, one of the arcade conversions of the year. *ZZAP (C64).*

"Impressive, frustrating enemies, atmospheric graphics. You can't help coming back for more!". *ST ACTION.*

"In-game graphics are packed with detail, compact soldiers milling around and realistic looking players. High playability, novel scenario and neat graphics". *80% TGM JUNE 1990. ATARI ST.*

"Easily one of the most addictive and playable racing games ever". *ZZAP SIZZLER (C64).*

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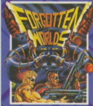
U.N Squadron ™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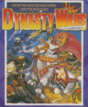
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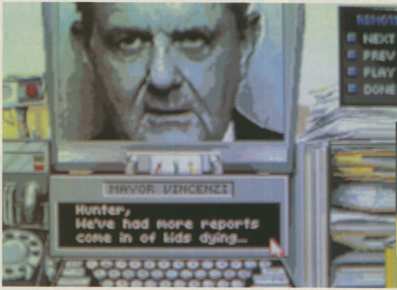
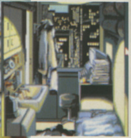


MAYOR VINCENZI

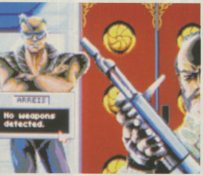
Hunter,
We've had more reports
come in of kids dying...



Blade's cramped apartment contains a vid-phone which he can use to speak to the Mayor and assorted girlies.

RISE OF THE DRAGON

You're a dick. A private eye, name of William 'Blade' Hunter, hired by Mayor Vincenzi to discover the truth behind his daughter's death. Grabbing your gun and ID, you race out of your apartment, heading for the street. It's only when the cops grab you that you realise your one mistake – you forgot to get dressed. 'Damn,' you mutter as they lead you away, 'I really haven't got the hang of this new icon system yet'.



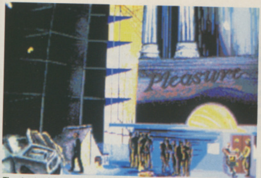
ARREST

No weapons detected.

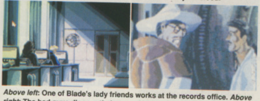
Tough bouncers make Blade's life difficult, especially if he's packing a gun.

Rise of the Dragon draws its inspiration from Ridley Scott's Blade Runner and William Gibson's Neuromancer; a dark, unpleasant future world in which the jaded population live in high-tech slums, getting their kicks from electronic devices and chemical stimulants. Brutal murders are common, which provides an excuse for touting vicious self-protection (Blade carries a Pulse Particle-Beam gun). The city locations vary from the plush mayorial offices to seedy nightclubs and dark alleys, as Blade tracks down the killers while trying to avoid a fatal dose of lead poisoning.

Converting a game from 256 colours (its original incarnation on the PC) to 32 on the Amiga usually means sacrificing good graphics, but *ROTG* looks splendid with the Amiga's palette. Dynamix are affiliated to Sierra, and it shows: lovely backdrops complement the digitised and animated faces in the game, making this one of those 'look what this computer can do' games, so beloved of kids trying to convince parents of the educational value of an Amiga. Of course, there's a price to pay for such impressive visuals, and in this case it's loading time. This is a perfect game to play while painting the hall; while the game's ponderously loading the next screen, you can nip out to watch the paint dry for a couple of minutes. This seriously affects the gameplay, as it's hard to maintain the atmosphere of a moody murder mystery while listening to the drive whirr for ages, and in conjunction with



The streets of the city contain many colourful characters, some of whom know important information while others are out for your blood.



Above left: One of Blade's lady friends works at the records office. *Above right*: The bad guys discuss their operations. . .

the disk swapping, makes the game a major cow to play smoothly.

People may have thought that disk silliness had reached its peak with *King's Quest V*'s record of eight disks, but I'm afraid not. *Rise of the Dragon* weighs in with an unbelievable TEN disks. It had me climbing the walls with frustation after half-an-hour or so, and that was with a two-drive system: one floppy drive would turn me into a suitable candidate for a rubber room in minutes. The seemingly random swapping between the stack of disks, combined with the painfully slow decompression of the graphics, renders atmosphere and enjoyability virtually non-existent, and means that travelling to a location takes five times as long as it should. The music, while fairly pleasant, becomes irritating if only because so often you get to hear silence between screens.

ROTD was designed for hard drive installation, and without one Amiga owners are going to find this hard going. In fairness, Dynamix do point this out on the box, alerting punters to the 'Recommended' use of hard drives and second floppy drives, and although the game isn't unplayable without a hard disk, it is slow and cumbersome.

That aside, the game has a complex plot, with plenty of locations to visit in Blade's search for the truth behind the death. Dynamix's system for interrogating suspects is excellent – a list of potential questions or statements appears on screen, with the player choosing what he or she thinks is best. Each character Blade meets has to be approached differently, as they all have their own personalities and history. Sometimes saying the wrong thing means that the subject clams up and refuses to 'sing' – or even tries to kill Blade. Luckily there's no right way to complete the adventure, and some people will take different routes than others.

The icon system is a vast improvement over rival systems, with the cursor changing to reflect possible actions. For example, putting the pointer over an individual changes it into a speech bubble; put it over the videophone, and a magnifier appears to allow closer examination. This avoids either tedious typing or cycling through potential icons, and ignores irrelevant items or people.

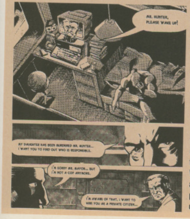
The inventory actually comes in two parts. The quick inventory shows all the items Blade is carting around, while the main one (which takes quite a time to come up after clicking) shows a picture of Blade himself, necessary for options such as putting on his raincoat, etc. To move an object into the inventory, all you have to do is drag it across (by holding down the left mouse button) to the small figure of Blade in the corner of the screen.

Rise of the Dragon is an above-average adventure and uses a novel interface to interact with the world. For hard drive owners, this is a must; for the rest of us, the disk-swapping and access times could make it more hassle than it's worth.

Matt Regan

COMIC ASIDES

Packaged with the game comes a comic, billed as a 'Blade Hunter Graphic Mystery'. This sets the scene for the game, proves that Blade is one tough hombre, and includes a guide to investigation techniques that's invaluable for completing the game – it even describes how to tap a videophone. The best thing about the comic, though, is the presence of adverts that are accurate parodies of those found in real comics, down to the 204-piece World War III action set – complete with dead civilians!


MR. HUNTER, PLEASE WAKE UP!
MY DAUGHTER HAS BEEN MURDERED MR. HUNTER... I WANT YOU TO FIND OUT WHO IS RESPONSIBLE.
I'M SORRY MR. MAYOR... BUT I'M NOT A COP ANYMORE.
I'M AWARE OF THAT. I WANT TO HIRE YOU AS A PRIVATE CITIZEN...

CHINA IN YOUR HANDS

The next game from Dynamix will be *Heart of China*, which uses the same system as *Rise of the Dragon* – and features even more outstanding graphics. This time, the inspiration comes from another Harrison Ford film – Indiana Jones. Set in 'thirties China, the hero this time is Lucky, an 'importer' of various goods, who is hired by Lomax (an important financier) to find his daughter. Sound familiar? Despite these broad similarities with *ROTD*, *Heart of China* introduces a sidekick, Chi, and the player switches between characters to complete the story, as in *Leisure Suit Larry III*. Contemporary music helps set the scene, and this promises to be something of an event upon release – although there's a good chance it may come on even more disks than *Rise of the Dragon*!

DYNAMIX £39.99

> **Blade Runner-inspired adventure worth a look**

GRAPHICS	90%
SOUND	80%
LASTABILITY	82%
PLAYABILITY	62%

OVERALL 79%

GRAND
FORMULA ONE

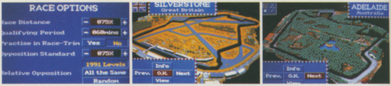
The first division of the motor racing world isn't a place for faint-hearts or lilly-livered Reliant Robin drivers. Today's supercharged Formula One racing cars are capable of reaching speeds in excess of 200mph and drivers regularly lose more than a stone in weight during the course of a gruelling two-hour race. Decked out in three-layers of fire-resistant clothing and strapped into a tiny bucket seat in front of an engine capable of 800bhp, drivers regularly pull up to 6G as they hurtle round corners and experience the kind of pressures only test pilots regularly encounter.

Racing in such conditions is a far from pleasant experience and few drivers make the grade. But now YOU can experience the thrills of sitting behind the wheel of a state-of-the-art Formula One racing car, courtesy of sim specialists Microprose. Enlisting the coding skills of Geoff Crammond, the man behind such games as *Revs* and *Stunt Car Racer*, the firm is confident that their new sim will be the benchmark by which all subsequent racing games are judged.

After a stunning intro sequence which shows a Formula One car being bolted together, the game begins with an animated commentator welcoming you to the start of a new season. From there a point-and-click menu system takes you through the many in-game options. You can choose to take charge of any of the 35 drivers who started the 1990/91 season or create your own driver complete with team name and racing colours. A Championship season takes place on all 16 official Grand Prix courses, each track being a faithful recreation of the original. Each course is previewed with a detailed map and lap records and other statistics give an indication as to how the circuit performs and what times to aim for. The game's manual also offers a wealth of additional info, such as the recommended gears for most of the corners and straights, as well as valuable hints and tips for each course.

Grand Prix races usually

INTO GEAR Ever since the rubber-keyed Speccy played host to Psion's *Chequered Flag*, Forumla One race games have been big business. And the Amiga, with its vastly superior capabilties has played host to some of the better ones. Although we don't have anything quite as playable as the C64 all-time classic, *Pitstop II*, Electronic Art's *Indy 500*, with its multiple viewpoints, easy controls and, best of all, its stunning crash sequences is well worth a look. Conversely, though, the machine's early days saw the usual plethora of crap racers, from such illuminaries as Lankhor, and other long-forgotten companies.


RACE OPTIONS
ace Distance – 075% +
ualifying Period – 060mins +
ractise in Race-Trim Yes No
pposition Standard – 075% +
elative Opposition 1991 Levels / All the Same / Random

Before tackling each track, a detailed map gives a sneak preview of the upcoming course, together with a battery of statistics such as the fastest lap times and course records.

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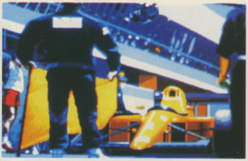
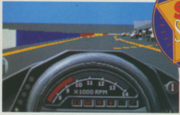


As in the real thing, pitstops are essential to change tyres to suit the prevailing weather conditions. Be careful to drive into the correct pit, though!



SUPER STAR

PRIX

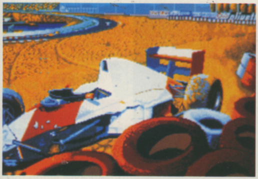
last for just under 200 miles or a maximum time limit of two hours, but Microprose concede it's unlikely that many players will want to carry on for that long. Instead, a player can choose to drive a percentage of a race and reduce the number of laps down to 10 per cent of the original course. To get an idea how a Formula One racing car handles, a player can either take one out for a test spin with no opposition or try a practice race. After that, you can compete in single races or a full season with points going towards the Drivers' and Constructors' Championships.

After having selected your car, it's possible to fine tune it to best serve both your own needs and that of the upcoming course. If you're a complete novice, it's best to plump for automatic brakes and gears as the manual options take some time to master. There's also a spin-correction option which tosses you back onto the track facing the right way and prevents you from careering up the track in the wrong direction – a fate that befell me more than once! A no-crash feature means you're practically indestructible and can emerge from a multiple pile-up without a scratch. There's even a best line indicator which conveniently places a dotted line on the road to indicate the right path to take when tackling dangerous bends and hairpins. After you've got a few races under your belt and become more proficient at handling the car, the computer will gradually close down the options available until you're driving unaided.

There's also a choice of six tyre compounds for the different driving conditions you'll meet and an option to adjust the downforce on the car by altering the wing angles. This helps the car grip the road more effectively, especially round corners.

Once you've waded through the myriad options, it's time for a race. As in the real thing, drivers have to compete in timed qualifying sessions to establish their position on the starting grid. Obviously, pole position is the one to aim for, but with 25 computer-controlled opponents on the track competition is going to be tough. If you're tempted to skip the qualifying rounds, you'll automatically be placed at the back of the grid. This might kill off any chances of clinching that particular race, but it makes for a brilliant game as you attempt to move up through the field. The joystick controls are extremely responsive and simple to pick up. Moving the joystick from side to side moves the car to the left or right, hitting the fire button changes the gears and up and down movements cause the car to accelerate or brake respectively.

The game offers a behind-the-wheel view of the race, but it's possible to skip about from car to car to get an idea of exactly where an opponent is at any particular time. While doing this, the computer takes charge of your own car so there's no danger of careering of the track, pilling into the main grandstand and mutilating countless hundreds of spectators. There's also a number of external camera angles from which to view the action – these are especially useful when replaying multiple pile-ups or when you pull of a spectacular passing manoeuvre on a 90° bend. The only thing missing is an overhead view, which would have added yet another dimension ➢



A variety of animated sequences and static screens help add immensely to the action, but can be turned off if you get bored with them. A number of in-game graphical touches, such as the skidmarks left behind on the road and the different colours and markings of each team, also add to the overall feel of the game and help make it a classic.

GRAND PRIX FORMULA ONE

to the gameplay.

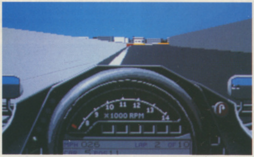
The graphics are a combination of bitmaps for the dashboard and vectors for the course and scenary and are probably the best you'll see on the Amiga. All 16 tracks have been modelled on their real-life counterparts and the level of detail is quite astonishing. Each tree, billboard, grandstand, bend and straight have been faithfully recreated in their exact location. Videos were shot of each course and extensive notes and diagrams made to aid the graphics artists in replicating the courses in minute detail. The effect is stunning; I've never seen such realistic detail in a vector-based racing game. There's an option to decrease the level of detail to make the game run slightly faster, but the game runs incredibly fast already and the extra detail merely adds to the enjoyment and atmosphere. Even the sound is superb, ranging from a snazzy intro tune to sampled sound effects of an actual Formula One engine going through its paces and a car skidding across the tracks.

There are lots of animation sequences throughout the game (which can be turned off if you get bored with them) and special crash screens which show how much damage you've managed to cause to your multi-million pound car. Look out for skidmarks left behind as a driver takes a corner too fast and the darkened sky when a down pour is about to start. The car's dashboard is authentic in every detail and the side mirrors actually work and are handy for a quick check on approaching cars. If a multiple pile up or crash occurs and the vehicle is stranded on the track, officials push the car off the course or use a crane to hoist the car to safety. It's little touches like these that put *Grand Prix* in a class of its own.

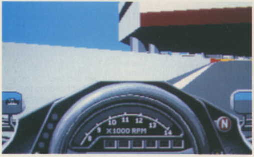
If the courses weren't tough enough already, there are also five levels of difficulty to chose from as well as an option to define the realistic driving abilities of all the computer opponents. For instance, all drivers can be given exactly the same abilities or top drivers such as Nigel Mansell or Ayerton Senna made to drive more competitively and make fewer mistakes. There's also a random ability which mixes all the drivers and teams up so that Senna could be behind the wheel of a Minardi sponsored car and would subsequently underperform.

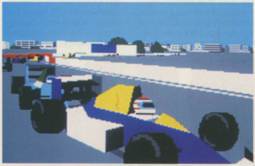
For once, the pre-release hype is certainly justified. So much so, in fact, that *Grand Prix* is hard to fault. The 3D graphics, simple controls, fast update, superb gameplay and overall 'feel' of the game are, in my opinion, unequalled! As the saying goes, if you buy only one game this month...

Dan Slingsby



Above: Tight bends and narrow roads are a feature of Monaco's track. Once you've fallen behind, it's very difficult to find an open stretch of road in which to overtake the opposition.





Left: Here are two shots of the same stretch of road showing the different levels of detail possible within the game. Even atits most detailed, the game is still extremely fast and incredibly realistic.

Below: External cameras relay the action as it happens. Although they offer a different racing perspective, it's not advisable to use them in actual racing conditions as you'll soon total your car.

CRAMMOND IT ALL IN Geoff Crammond is one of the more private programmers who lets his work do the talking. Geoff has been in the games business for years now, starting on Acorn's BBC Micro and consequently progressing over to the the C64 and then the Amiga. All of his games have been billed as 'the most innovative' of their respective genres, and it was Crammond who pioneered detailed flight sims, with his superb wire-framed Beeb epic, *Aviator*. The fastest flight-sim of the time, it added more complex controls than its many rivals and featured the first ever attempts at acrobatic flying. Crammond then disappeared for a while, but his next release has since been billed as the most original game ever. *The Sentinel* was a real oddity, which defies description. As a weird polygon shape, the player had to attack, and eventually absorb, the titular Sentinel creature – I did say it was weird. Once again, Crammond 'vanished' and in between other projects he started work on what eventually evolved into *Grand Prix*.

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SOUND	88%
LASTABILITY	95%
PLAYABILITY	94%

OVERALL 95%

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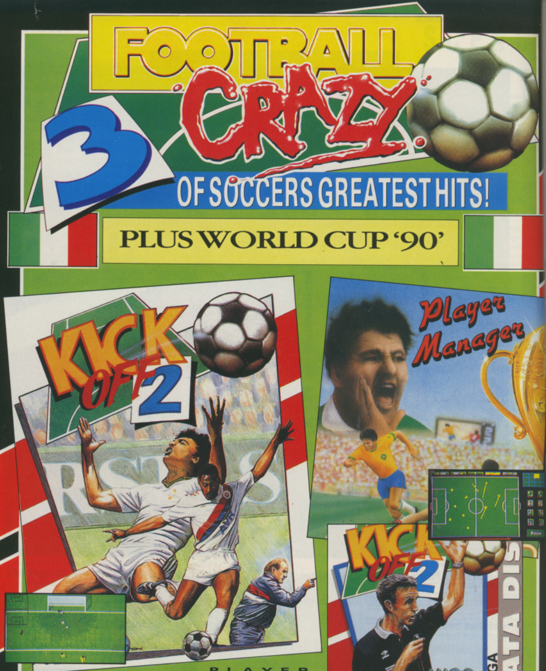
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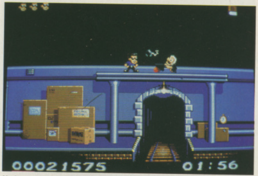
HUDSON HAWK

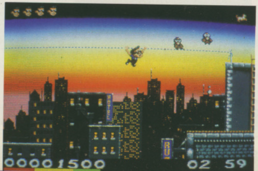
Amidst the many film licences currently doing the rounds, *Hudson Hawk* is way above such tawdry efforts as Ocean's own *Darkman* and *T2*. The reason for the game's success is probably its simplicity and whilst it is relatively close to the Bruce Willis film's plot, development team Special FX have wisely opted for playability by taking a general view of Willis's escapades rather than a series of scene-related sub-games. Thus, donning the hat and bald patch of Willis's alter ego, the titular Hudson Hawk, the player undertakes a quest for a shattered crystal's many parts.

The film tells of two ruthless millionaires who have uncovered long-lost plans for a gold-making machine. Created by Leonardo Da Vinci, the machine has since been rebuilt only to find that a series of crystals are needed before it will work. Thus, reformed cat burglar, Hawk, is drafted in to retrieve the shards of crystal in a journey that will take him through a series of pipe complexes, art galleries and eventually into the Vatican. However, mirroring the film's plot and having accumulated huge wealth from the bags of gold and goodies scattered throughout the game's fourteen stages, Hawk must eventually enter the building where the machine is held and destroy it.

The many levels that Hudson blags his way through are represented by a narrow area at the centre of the screen, which scrolls in the usual eight directions, bringing with it all manner of strange guards and hostiles - and while I wasn't exactly impressed by the film, surely I couldn't have fallen asleep and missed the likes of dive-bombing Nuns, bike-riding babies, and doddery old security guards. However, patrol the levels they do, and they'll sap the Hawk's limited supply of energy if they come into contact with him. As a



Hudson can run, jump, lob crates and cross ropes - not to mention crack safes with ease and stun guards with a throw of his baseball. However, death comes in the form of electrocution, falling and loss of energy.



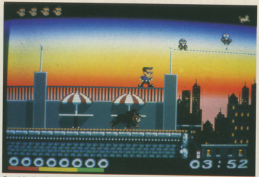
HUDSON HAWK

World-class sneak thief, Hudson is particularly adept at sneaking past all manner of alarms and guards, and this plays a major part in the game's proceedings. As well as the gun-toting guards, the slavering Dobermans, and the mixed bag of assailants, each of the level's walls are protected by security cameras and motion-detecting alarms. To avoid detection, though, Hudson can either jump over or dodge them, punch someone out of the way, or stun them with a lob of his trusty baseball. What's more the latter also comes in useful for turning inaccessible door switches on and off with a well-aimed throw.

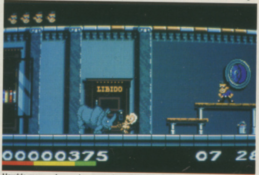
The game warms the player up with a series of simple stages, which allows them to get used to the simplistic but finicky controls. Hawk can be made to run, jump, push objects, clamber along ropes, and throw his ball, all of which follow logical actions from the joystick. However, care is needed as the shades-wearing sprite reacts rather too sensitively to inertia, and often slides uncontrollably into danger which is annoying but not impossible to master. Also, precision is needed, because, as mentioned, Hawk is called upon to trip a switch from a distance to open a door or safe, and the sensitive controls often make this harder than necessary.

Although the basic game style never really changes, Hudson Hawk never gets dull. Its platform scenes are horribly addictive with some reaction-testing rooms, and interspersed with these are a number of brain-stretching sub-games, including a neat safe-cracking sequence. However, the thing that won me over is the sense of humour predominant throughout the game. With flying Nuns dropping on him and Dobermans biting Hawk's bum this can be sicko stuff, but when it's this playable, who gives a stuff?!

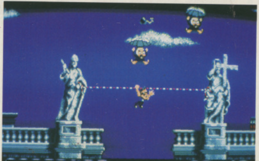
Mark Patterson

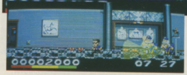


Outside the first stage, the player is eased into the game's puzzle element with a small block-related teaser before he can gain acess to the building.

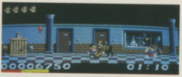


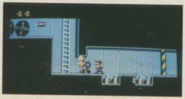
Hawk's many adversaries range from flying Nuns and mad Monks to rampant Rhinos and babies on bikes - what were Special FX on, we ask!





Although the play area is narrow and the sprites small, the graphics are both well animated and drawn.





As Hudson gets deeper into the complex, the rooms get more intricate with the inclusion of switch-related puzzles. For instance, fans and power sources must be disarmed.

TO BALDLY GO

Famed as a sex symbol, Bruce Willis is one of a new breed of 'Chrome Dome' baldy actors. During the 70s baldness was a factor that Hollywood just couldn't get to grips with. So, when such butch stars as Burt Reynolds started to go thin on top, out came the moptops and - lo and behold - a career is saved. Nowadays, though, baldness is more accepted, although several baldies still refuse to give their toupeés up. Ted Danson, for instance, is reputed to be one of the more famed wig-wearers, and heaven forbid if Scotty ever beamed William Shatner down without his! When you think of it, it brings a whole new meaning to the phrase 'keep yer hair on'.

HAWKS A LORDY

The cinematic forays of Hudson Hawk was Bruce Willis's pet project and one he sank over $7 million dollars of his own moolah into. For Willis then, who shot to fame with Cybil Shepard in Moonlighting, the subsequent flop of the film at the Box Office was a massive disappointment.

The film followed the exploits of socially reformed burglar Hawk (Willis), who, after his release from jail, is blackmailed into stealing various artifacts, including a book from the Vatican. Stored within these objects are pieces of a crystal that, when fitted together, form the centrepiece to a gold-making machine invented by Leonardo Da Vinci. As the plot collapses around the actors, Hawk falls in love with a secret agent nun, tangles with a rich duo out to rule the world, jumps off several buildings and repeatedly fails to get a cup of coffee. Despite a large budget and the occasional joke the best acting came from the coffee, and the end-credits were a welcome sight.

OCEAN £24.99

❛ One of the better film licences of late. ❜

GRAPHICS	76%
SOUND	75%
LASTABILITY	80%
PLAYABILITY	82%
OVERALL	**86%**

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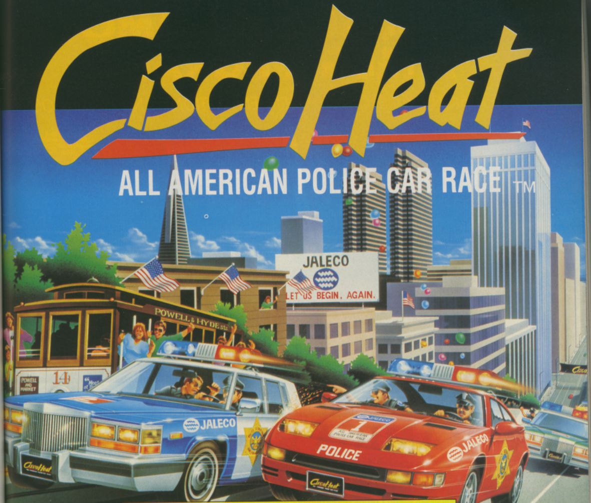
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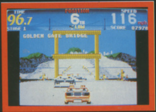
TIME
96.7
STAGE 1
POSITION
6th
SPEED
116 mph
SCORE 87970
GOLDEN GATE BRIDGE

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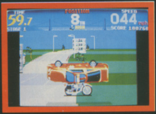
TIME
59.7
STAGE 1
POSITION
8th
SPEED
044 mph
SCORE 100760

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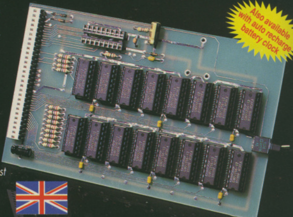

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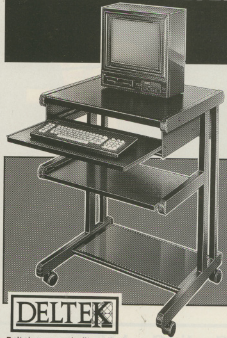

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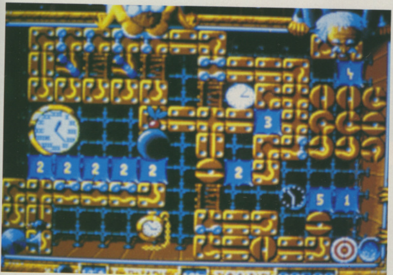
BOSTON BOMB CLUB



A maze-like board of clockwork wheels and guttering confront the hardened puzzler as he attempts to guide a clutch of bombs through the arena to thier final resting place.

If puzzle games usually prove a little too abstract for you with their succession of geometric shapes and montone screens, then *Boston Bomb Club* might be what you're looking for – but only if you're still prepared to deal with a fiendish and addictive teaser.

Imagine a game which provides all the frustration of, and even gives itself a passing resemblance to, *Pipemania*, but manages to give it a little bit extra in the sense of scene-setting and frills. Okay, so you don't need a nice plot and some fancy graphic designs in a puzzle game, but why turn them down if they're there?

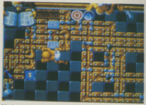
LEVEL : 5
BIG BEN

Boston Bomb Club is the name of a society of Victorian scientists who amuse themselves by constructing giant working puzzles the size of billiard tables from wooden tiles, trampolines, guttering, cogs, chains and clockwork wheels. Think of them as a kind of nineteenth century intellectual version of Harry Enfield's old gits.

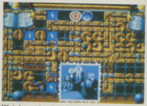
There are thirty levels and you can access them at various points by clicking on the batty geriatrics sitting around a bar-room table (shades of *Shufflepuck Café* here). You'd be wise to start at the lowest grade though because the tortuous mazes rigged up in later levels are just mind-bogglingly hard.

The table is divided into a series of grooved tiles, many of which can be swivelled and blocked off (and this is simplifying matters greatly) in order to channel a bomb rolled onto to them into a bucket of water before it ignites.

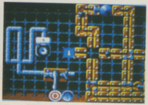
Naturally, there is more to it than that. Often the tiles disappear after the bomb has rolled across them, and there are large voids in the table for it to fall off. If that's not enough, the old gits lean across the table reading newspapers obscuring crucial areas or sometimes stretch across and twist a tile you've already set and taken your eyes off. Add to that a time limit and the liklihood of another bomb appearing within seconds of the first one and you have your hands full playing *Boston Bomb Club*.



Unfortunately, you cannot blow the baby up with a bomb!



Watch out for the old gits reading their newspapers.



The game really plumbs the depths in toilet humour.

On later levels, the puzzles become more confusing and bizarre: babies crawl across the table and rearrange everything, toilets swallow the bombs and flush them out at opposite sides.

This all makes for a fiendishly difficult, but thoroughly enjoyable piece of brainteasing. *Boston Bomb Club* is witty and ingenious – not least for managing to conceal what is a pretty familiar piece of arcade puzzling.

Mike Pattenden

PALACE £25.99

"Ingenious puzzler full of explosive traps. . ."

GRAPHICS	88%
SOUND	60%
LASTABILITY	87%
PLAYABILITY	86%

OVERALL 84%

PITFIGHTER

How dirty do you want your beat 'em ups to be? Gang rumbles, drug wars, alien fights, muggings...? Well, *Pitfighter* is the most low-down, dirty, vile, neanderthal example of mindless violence you can find. It's the world's nastiest sport, an illegal fight masquerading as a pseudo-gladitorial conflict. Hey, but it's all right kids, the fighters appreciate the risks, and besides they like being beaten senseless with their own limbs.

For all these unpleasant reasons pitfighting is classic gaming material. Domark's conversion includes a neat programme-style insert that opens up a new pitfighting season complete with an introduction from one Dickie Browne, the venerable sport's President, which welcomes fight fans, sets the scene for the coming year and introduces a new bike sponsor, Yahoma, who have kindly provided some hogs - not as prizes, not to ride, but for the fighters to throw at each other.

Piling into the game you find you have a choice of controlling three feisty challengers: Ty, Buzz, and Kato, ambitious youngsters drafted in to replace the previous season's challengers. Each of the new fighters comes from a different background: pro-wrestling, martial arts and kickboxing and each has hs own specialist moves from their respective sports like spinkicks, bodyslams and combo punches. Choose one and you're ready to dish out some punishment.

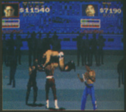
The bouts unfold in the various wrongside of town/dockland backdrops amid crowds of baying punters who surround the fighters. There are no rules and no rounds. Last one standing wins.

The action is suitably violent. The fighters lay into each other with gusto and as you progress various objects litter the screen, shurikens, poles, crates and knives – all of which can be used to advantage. If you win each bout a screen appears depicting your muscleheaded hunk on a fork-lift together with quaint phrases like 'totally studly' and 'awesomely done'. A hefty purse is paid out for winning and a brutality bonus for the degree of violence involved.

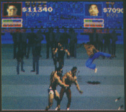
Domark have coped well with the digitised figures, and much of the game is arcade perfect, but its biggest achievement is also its weakness, because Pitfighter's digitised graphics look good when still, but fail to impress when they're moving. Too few frames of animation mean that the fighters hop around like puppets and perform jerky moves. It's also possible to fight on top of the people dotted around which spoils the otherwise effective sense of depth created.

As a beat 'em up *Pitfighter* is a few ten pences in the arcades, but at £25 pounds it's hard to recommend it.

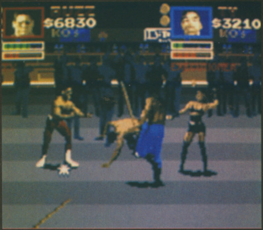
Mike Pattenden



With no headguards, referees or doctors on hand, you'd better watch out.



Throwing out time during one of the game's many bouts.



THE FIGHTERS

These are the meatheads you'll have to lay out to be champ

THE EXECUTIONER

A slob in a hood. Don't be intimidated. He's slower than a fly in treacle.

SOUTHSIDE JIM

A bearded wonder who fights to pay his mum's medical bills. But who's going to pay his?

ANGEL

No she isn't, but if you like being walked on in high heels you might get a kick from losing.

CC RIDER

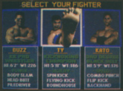
A biker who spends his spare time getting into bar brawls. A bit of a handful.

CHAINMAN EDDIE

Ranked number two and only beaten by the champ so you'll have to pull off your meanest moves to waste this mutha.

THE ULTIMATE WARRIOR

Top beast. Numero uno. Truly the pits. Expect to be bounced around the screens for a few seconds before the game concludes rapidly.



Pitfighter takes place in the sleaziest of venues such as Wharves, basements and bombsites. It's not a night out for the family – the audience pack guns and knives rather than thermos flasks and sarnies.

DOMARK £25.99

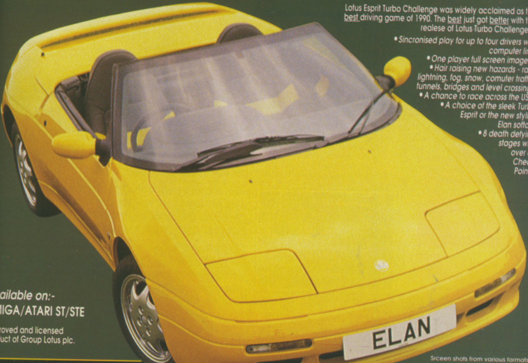
"Decent conversion of Tengen's okayish coin-op"

GRAPHICS	80%
SOUND	70%
LASTABILITY	77%
PLAYABILITY	75%
OVERALL	**76%**

THE BEST HAS GOT BETTER

LOTUS

TURBO CHALLENGE 2



Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990. The best just got better with the realese of Lotus Turbo Challenge 2.

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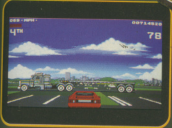
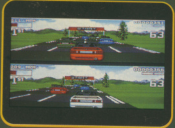
- *8 death defying stages with over 60 Check Points.*

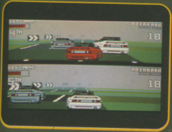
Available on:-
AMIGA/ATARI ST/STE

Approved and licensed product of Group Lotus plc.

Srceen shots from various formats.







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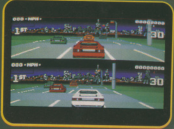
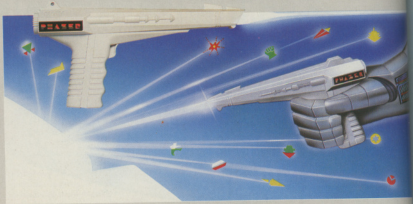


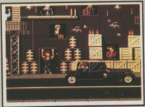
Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. Telephone (0742) 753423.

SUPER STAR 93% AMIGA ACTION 96% GAMES-X XXXXX THE One 91% Magnetic Fields Software Design

PURE FIREPOWER

TROJAN PHAZER




The Enforcer

Aliex

Firestar

Screen shots from Amiga Software

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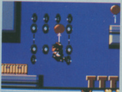
COMPUTER COMBA
FOR THE NINETIES

the BLUES BROTHERS

They're back! Ten years after Jake and Elwood Blues packed 'em in at the Palace Hotel Ballroom, the legendary Blues Brothers finally make their home computer debut courtesy of French outfit, Titus. Unfortunately, though, the Gallic softco have only picked up the license to the Blues Brothers characters and not the movie license itself. So, what could have been a brilliant car racing game based on some of the spectacular car chases from the cult movie has turned, instead, into an action-packed platform affair.

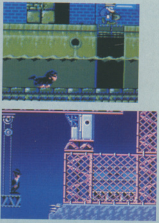
The game begins with Jake and Elwood's release from Calmut County Jail. With the urge to sing the blues still as strong as ever, the bluesome twosome have arranged a big comeback gig but someone has swiped their equipment. Not to be outdone, the boys set off across Chicago to retrieve their stolen instruments and reach the gig on time.



Jake indulges in a little ballonacy as he attempts to reach those elusive bonus-giving records.

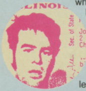
The first level involves a bit of window shopping as the boys visit the local shopping mall in search of a missing guitar which is hidden in one of the shops. Hazards to watch out for are kamikaze grannies who try and mow you down with their shopping trollies, trigger-happy security guards who shoot first and ask questions later, and plate-throwing waitresses who think it's fun to wallop you over the head with ceramic frisbees. To fend off their attacks you can either leg it in the opposite direction or pick up one of the numerous boxes scattered around each level and hurl them at the oncoming nasties. There's also a bit of tree-climbing and cloud hopping involved in the later stages as well as pitch-fork carrying yokels who want to punch you full of holes – don't ask me why, but it's good fun nonetheless. The assorted shops are either stuffed full of energy-giving records or patrolled by security guards and villains armed with coshes.

Once you've found the requisite item and located the exit, it's onto level two which takes place in a chemical factory. Patrolling the corridors are Blob-like creatures and more guards as well as the usual platform-packed obstacles to overcome. The third level takes place at the State Penitentiary which is patrolled by riot police in full body armour, ferocious-looking dogs resembling Butch in the Tom & Jerry cartoons, and assorted hoods and villains. The fourth level revolves around a building site and is definitely the best with lots of scaffolding to shin up as well as various lifts, overhead gantries and pulleys to access different parts of the stage. Watch out for welders who fire white-hot rivetts in all directions and ➤



Mario has obviously heavily influenced the game designers, with the addition of climbing frames and the use of crates.

the BLUES BROTHERS



angry building bosses who runs around in a constant rage. This is a huge level packed with all sorts of obstacles, including razor-sharp girders and swinging cranes, all of which are deadly to the touch. The penultimate level is set in the local sewage works, which is patrolled by underworld creatures and manic miners and is full of tunnels and hidden caves. After collecting all the necessary equipment and completing the first five levels it's onto the final stage which involves a mad dash across the city's rooftops to the concert hall and the game's finalé.

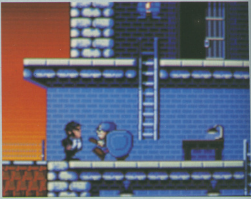
With more than 300 screens, the *Blues Brothers* is certainly a large game and, thanks to some inspired gameplay, it's also a brilliant platform romp. You can chose to play either Elwood or Jake, the two distinguishable by Jake's bulging waist line or Elwood's lanky stick-like figure – Elwood seems slightly faster, too. Both characters don't have to be on-screen at once, either, which avoids having to wait around for the other player to catch up but means you can't see what's happening to your own character once he's left the screen.

You start the game with three lives, but every time you come into contact with an enemy sprite you lose a third of your energy. After three such encounters a life is lost and you either return to the start of the level or at a point further into the game if you've managed to get quite a way into the level. My only quibble here is that some dodgy sprite detection and hazardous traps make it fairly difficult to get very far into the game without coming to grief. Still, it only adds to the challenge and longevity of the game.

Nasties either run at you or lob energy-sapping projectiles.

A-ha! Jake stumbles across one of the missing instruments.

Using a brolley as a parachute, Jake makes his through the clouds.



More than 40 frames of animation have gone into the design of each character. Watch out for Jake holding on to his hat when making a particularly long jump, Elwood's mincing walk and the Brothers' manic dancing styles when they hit an unexpected dancing bonus which are liberally scattered about each level. The levels themselves are also cleverly designed, choc full of unexpected traps and bonus rooms, as well as numerous records to collect. When you've added 100 records to your collection you're rewarded with extra energy, and picking up pork-pie hats and shades adds an extra life to your tally.

Each level also has an original score taken from either the Blues Brothers movie or some of their more obscure recordings. Reproduced by Christophe Fevrie, the five tunes and belting end score add immeasurably to the overall atmosphere of the game and are a vast improvement over the usual naff in-game tunes of sundry other games.

Fans of the Blues Brothers, and even those who have never watched the movie or listened to their records, will definitely get a kick out of this game. One of the best platform romps on the Amiga for a long, long time.

Dan Slingsby

Deep within the sewers - and not a Ninja Turtle in sight! Plenty of monsters, though...

JOLIET CORRCTR
74745

WIRED FOR SOUND Saturday Night Live comedians, John Belushi and Dan Aykroyd, where the brains behind the on-screen personas of Jake and Elwood Blues. After a number of hilarious skits on the aforementioned hit American comedy show, the duo teamed up with director John Landis to film the hilarious musical comedy, The Blues Brothers, in 1980. Although the film did only moderatley well at the box office, it has since become a cult video and pulled in millions of dollars.

Tragically, John Belushi died of a drug overdose a few years after the film was made so there's little chance of the Blues Brothers making any kind of celuloid comeback, even though rumours persist of Dan Aykroyd teaming up with John's brother, Jim Belushi, to film a sequel. If you're really desperate for more material you could try hunting down the soundtrack of the movie which featured a number of superb cover versions of Rhythm & Blues classics and included the vocal and musical talents of Cab Calloway, James Brown, Aretha Franklin and Ray Charles.

TITUS £25.99

> Everybody needs somebody, and a copy of this.

GRAPHICS	87%
SOUND	88%
LASTABILITY	80%
PLAYABILITY	88%
OVERALL	**87%**

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324 CPS **80** COLUMN

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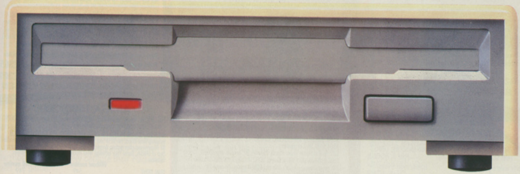

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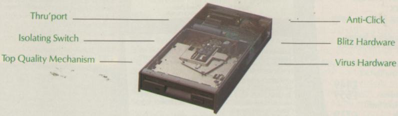

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STRATEGO

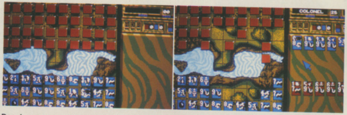
Classic boardgames rarely translate into good computer games. Both Virgin's Leisure Genius label and Domark have had a good crack at turning some famous name games into computer variants and failed miserably. In the budget bins at your local software emporium lurk copies of *Cludo, Scrabble, Monopoly, Trivial Pursuit, Pictionary, Mastermind* and *Solitaire* to name but a few.

Now Accolade have entered the fray with *Stratego*, the popular strategy game which involves two evenly-matched armies slugging it out on a small enclosed battlefield. Each player is equipped with an army of forty pieces made up of generals, colonels, sergents, and so on. These pieces have to be arranged on one half of the board to best protect your own Flag whilst also allowing you to make aggressive forrays into enemy territory and ultimately capture their Flag and win the game.

It's not that simple, of course, as the exact nature of enemy pieces are hidden until challenged by one of your pieces. Once challenged, the highest ranking piece wins although there are a few occasions when lower ranking pieces, such as a Spy, can knock out top-ranking generals and other valuable pieces.

Players take it in turn to move pieces across the board. This is done by clicking on the relevant unit with the mouse pointer and repositioning them on adjacent squares. *Stratego* has been an enormous success as a board game, but the computer version leaves a lot to be desired. The tiny board and even smaller army pieces leave you squinting at the screen trying to decipher the various symbols. The tactile feel of the boardgame is lost, replaced with the sterile atmosphere of the computer screen. The only advantage of playing the computer game is the fact you'll always have someone to play against.

Dan Slingsby



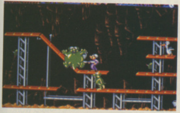
Board games are usually multi-player affairs and rely for much of their appeal on being able to scream abuse at the other players as they mess up. And computer players rarely answer back!

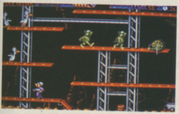
ACCOLADE £25.99

"Adequate conversion of a classic board game. . ."

GRAPHICS	53%
SOUND	20%
LASTABILITY	65%
PLAYABILITY	60%
OVERALL	**55%**

* * *





MONSTER BUSINESS

Does anyone remember Billy Connolly's version of the song 'Tell Laura I Love Her', in which he describes the mess you get when you stick a straw up a frog's bum and blow hard? Well German software house Eclipse have, as it seems to be the central idea behind *Monster Business*.

Monster Business is set in an imaginary world where the building trade's only worries are strange monsters. To combat these nasties and their tool-stealing ways, site owner, Mr Bob, has hired a gun-toting killer to retrieve his gear and eradicate the monsters. Leroy is equipped with a hand-held gas gun which he uses to 'inflate' the many meanies to bursting point, at which stage they will drop all the tools they've stolen and float away to oblivion. Sounds strange? It is! Leroy builds up his score for every monster killed but he must also collect the tools they drop for extra bonuses.

The game is a vertically-scrolling platform adventure which involves Leroy climbing the building site's scaffolding to combat increasingly fast and difficult opponents. The only way to get between scaffolds is to jump from bar to bar or climb slippery diagonal bars, slide off these, though, and Leroy will be temporarily vulnerable. Leroy's missions is set against the clock and, as with contact with the monsters, failing to complete his mission quickly results in a rather messy death sequence. To avoid this, though, and destroy the creatures, Leroy must be on the same level and less than half a screen away from them before they can be inflated. If there are other monsters on the same scaffold or the next one up it is also possible to push the inflated Meanie at them to knock them out too, and doing this gives Leroy a bonus score.

Overall *Monster Business* is a mildly enjoyable bit of lunacy. There isn't much variety in gameplay, but new monsters and power-up icons do add a few challenges. If you've got some cash to spare and fancy a bit of innocent fun that isn't really too taxing, either mentally or physically, *Monster Business* could be the one for you, but I can't help thinking that it should be cheaper.

Alan Dykes.

ECLIPSE £25.99

"Innocent fun in an uncomplicated way. . ."

GRAPHICS	79%
SOUND	70%
LASTABILITY	68%
PLAYABILITY	72%
OVERALL	**68%**

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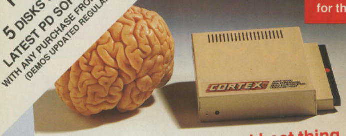

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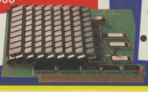

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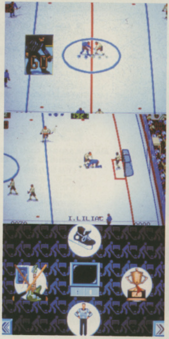
FACE-OFF

Ice hockey is one of the fastest and toughest sports in the world. Regular fist fights and gratuitous roughing up of opponents is all part of the fun as teams compete over a frozen ice rink for possession of a small rubber-coated puck and regularly reach speeds of 30mph or more.

Rotherham-based Krisalis Software have turned their attentions to recreating the violent high-speed sport on the Amiga. At the start of the game you're given the choice of playing a one or two-player arcade sweepabout(?), a straight management simulation or a combination of the two. The management sim is as polished as you'd expect from Krisalis with easy-to-access screens and a wealth of options a mere click of the mouse button away – you can even decide on the pre-match entertainment, and opt for a dirtier game.However, the arcade section plays like a dog. It's terribly slow, the graphics wouldn't look out of place on a 64, and the constant interuptions for fouls and penalties disrupts the flow of play to an impossible degree. Players often get caught up in a free-for-all for the slightest reason and this becomes increasingly tiresome. Although there's a no-rules option to put an end to the ref's over-zealousness, this hardly makes up for the lack of any real control over the players. The chance to pull off any fancy moves is minimal to say the least. The white ice rink, coupled with the garish team colours and line markings, makes it necessary to squint at the screen to make out what's going on. The scrolling is jerky, the tackling hit or miss, and the sound rather tinny and practically non-existant.

There are a few neat touches such as individual players leaving marks on the rink, and the passing, tackling, speed and shooting abilities vary from player to player. However, the arcade element is rather poor and tends to distract from what could have been a better of a game. Fans of the sport should stick with old Amiga fave, *Blades of Steel*, or buy a Megadrive and play EA's *Ice Hockey* game.

Dan Slingsby



Face-Off **uses the basic game logic developed for the chart-topping *Manchester United Europe* kickabout and substitutes a puck for a ball, an ice rink for a football pitch, and splits the action into three periods of the same amount of time.**

KRISALIS £25.99	
"Ice hockey game that fails to leave its mark. . ."	
GRAPHICS	69%
SOUND	40%
LASTABILITY	54%
PLAYABILITY	60%
OVERALL	**59%**

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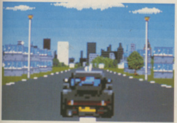
OUTRUN EUROPA

For perhaps the last time US Gold roll out their perennial money-maker *Outrun*. Despite major enhancements over its predecessors, though, it doesn't quite match up to them. Leaving the sunny American climes behind, your mission is to collect some vital documents while avoiding a secret agent who's on your tail.

One of the nicer touches is that, unlike the previous *Outrun* games, you're not limited to one mode of transport. This time you get to wreck motorbikes, a Ferrari, a Porsche, a jet ski, and a motorboat. All the vehicles come with a limited number of turbo-boosts, which give the vehicle an unmatchable turn of speed. Additionally, boats and jet skis come armed with lasers and missiles respectively.

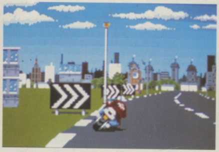
Europa's road scrolls convincingly, although hills obscure on-coming vehicles and bends, making accuracy difficult. The many roadside objects, such as buildings and suicidal pedestrians, are well drawn and are updated quickly.



Level one gets the game off to a good start with plenty of action and a good feeling of speed. The second level is just as fast, although hazards come at such a rate there's no time for coordinated joystick movement. From here the game is rather repetitive, with only the backdrop graphics changing. The roads seem indentical on the driving stages, and the water levels are complete chaos throughout.

With the likes of *Lotus 2* and *Grand Prix* on the market, *Outrun Europa* is hopelessly outclassed as a race game. The better elements keep the game from falling on its face, but the current competition leaves it stalled at the start line.

Mark Patterson



Simeon Kurtz, *Europa*'s master agent, whizzes his way through the street and seas of Europe.

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"For your racing thrills, look elsewhere. . ."	
GRAPHICS	87%
SOUND	74%
LASTABILITY	78%
PLAYABILITY	70%
OVERALL	**74%**

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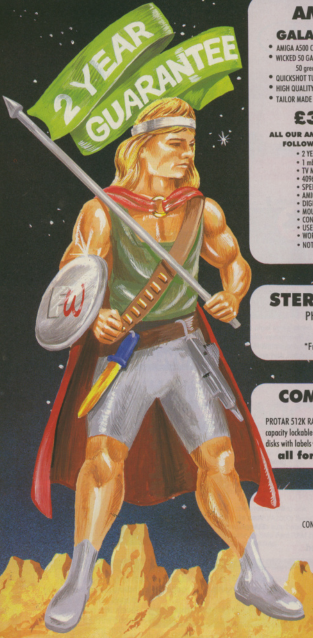

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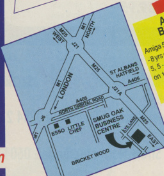

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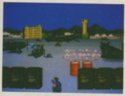
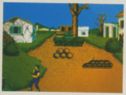
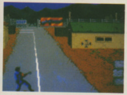
CABAL







Cabal will remind you of those days when nothing goes right. Deep in the heart of enemy territory, you singlehandedly face an army of enemy soldiers, helicopters and tanks. What's more, the walls which are your only defences, crumble away very quickly under the onslaught of very heavy gunfire. The only recourse is to square those shoulders and shoot like hell at anything that moves. To make things a little easier, extra fire power is gained by destroying buildings to reveal such valuable objects as extra grenades, bazookas and machine guns.

One of the most difficult tasks in this five level game is keeping your eye on two things simultaneously. Firstly, aiming and firing at enemy troops with the crosshair that moves across the screen, and secondly, dodging out of the way of bullets and grenades. The reward for mowing down wave after wave of attackers is to meet with even fiercer hordes, which makes this a rather mindless game.

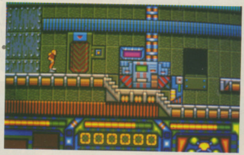
The conversion from the original arcade graphics has been well done, with the action moving smoothly and steadily, and little shortage of death wish characters who are begging, 'Kill me!'. Don't play *Cabal* if you want to save the planet or wish to live in harmony with other human beings.

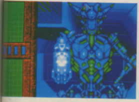
THE HIT SQUAD OUT NOW £7.99 50%

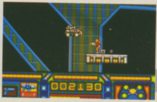
STRYX

Stryx is an exploration fantasy game with many levels of death-defying action. Travel around four domed cities in a desperate race to save the human race by solving the riddle of the Lifeforce code. The domed cities are a honeycomb maze of platforms and stairways. Patrolling these areas are robot guards who seem determined not to let you find your way to the hive. It is at the hive that energy crystals, weapons and a speeder bike are to be found. One of the final missions is to deactivate the cyborgs, and, if you manage to crack this game, then you are a very clever person indeed. *Stryx* has a high degree of difficulty which is extremely annoying. The robots which guard the walkways are very well armed and dog your footsteps determinedly. Your fire power is limited and the only other skill that will help in a tight corner is a graceful leap over the heads of the metal monsters. Unfortunately, moving around like an acrobat will not secure you success in this game.

Stryx has much to offer in the way of fast action gameplay but it's annoying to be zapped by robots before you get very far. Personally, I doubt if I'll bother again.







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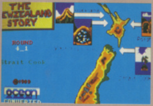
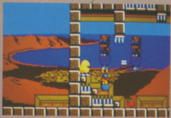
THE NEW ZEALAND STORY

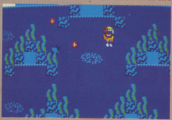
To discover that *The New Zealand Story* had been written by a demented David Attenborough wouldn't be at all surprising. Imagine the scenario: a rampaging walrus has captured dozens of kiwis to eat at his leisure. His friends include vicious flying cats and arrow-shooting bears. However, if you can cast your inhibitions to the wind, it's quite rewarding to take on the role of the hero (a kiwi named Tiki), and start shooting arrows at the mutant animal kingdom to save your feathered friends.

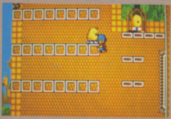


There are twenty levels of platform action in *TNZS*, set in a national park. The graphics are excellent and varied, as they cover the different environments of mountains, caves and seas. Tiki must meander through the screens to rescue the kiwis who are trapped in cages. To travel aerially, Tiki can knock or shoot creatures off their balloons to move heavenward. However, this is where the game gets increasingly frustrating. It is teeth-grindingly annoying to be shot from above by an unseen enemy and humiliating to be pecked to death by an inflatable duck!

TNZS is a humdinger of a conversion. Graphically, it's an extremely close reproduction, with the sound faithful to its arcade parent, even reproducing the little croak when Tiki kicks the bucket. However, Tiki can arm himself with bombs and arrows. That said, *TNZS* has much to offer in the way of comprehensive although difficult gameplay. You won't be doing your blood pressure any favours by playing this game, but *TNZS* is definitely for platform game buffs who have incredible amounts of patience and time.







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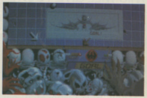

BALLISTIX

Ballistix is a curious hybrid between futuristic football and pinball. The aim of the game is simple – score as many goals as possible against the opposition. In the two player mode, each player fires a limited number of balls at the puck to shoot at goal. Although this may sound fairly easy, it is no mean feat as the balls ricochet around the screen, often deflecting the puck away from its intended path.

Skill alone is not enough, and you need more than a smattering of luck as well. In the one-player mode, the pitch tilts towards you, which means that going for goal is an uphill struggle. The puck seems to have a mind of its own, with a habit of trickling over your own goal line unless you defend quickly and skillfully.

The graphics and sound are of a high quality in *Ballistix*, and is similar in style to S*peedball*, although the latter is by far the better in terms of challenging gameplay. However, there are many nice touches to *Ballistix*. The pitch itself adds to the challenge of the game, and is littered with obstacles such as bumpers, troughs and bombs. For bonus lovers, it's possible to collect the letters of the word RICOCHET, which will earn you a tidy 1,000 points. *Ballistix* is not the most original or exciting game in the world, but if money is tight, it does offer a good few hours of entertainment at a reasonable price.

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GRANDSTAND: THE ULTIMATE SPORTS COMPILATION

Even if you have no intention of going to the local sports centre and shedding a few pounds, *Grandstand* will at least give the illusion of keeping fit. Participate in football, tennis, golf or motor racing , and attempt to progress from amateur to international level.

World Class Leaderboard is probably the most comprehensive and playable game of the pack. There are four courses to choose from, which will test driving and putting abilities to the limit. Practising on the driving range will help to aim that ball straight and true. Similarly, time spent on the putting green could make the world of difference to sinking those long putts. The challenge of *World Class Leaderboard* lies in being able to adapt to different playing conditions. *World Class Leaderboard* may lack stunning graphics, but it is a very enjoyable and playable game.

Pro Tennis Tour will have you reaching for those fizzy drinks to quench your thirst after an exhausting serve and volley game. The tournaments to enter include Wimbledon, the Australian Open and the U.S. Open. Improving your world rankings is only possible with a great deal of practice. However, the game play is much faster than the practice sessions, so you'll have to adjust to the pace during the match, just like the real pros.The graphics and sound are nothing to shout about, but it is a fast-paced game with plenty of action.

It is hard to find anything super about *Gazza's Super Soccer*. This is probably one of the worst football games around which has very little entertainment value to offer. The players are slow to respond, and even more difficult is a smooth attack towards the goal as the small football is easily lost in the melee of players. Only play this game if you are madly in love with Paul Gascoigne.

Grandstand offers a high value for money selection of sports games. The quality of graphics and sound may only rate as average, but this is more than can be said of the pack's value.

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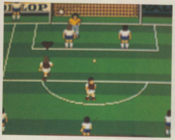

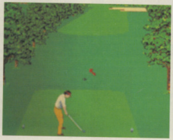

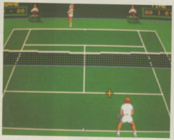

FOOTBALLER OF THE YEAR 2

Becoming Footballer of the Year involves more than just having the skill to put the ball in the back of the net. You also need to become a 'personality' by attending plenty of media events and opening supermarkets to make it to the top. *Footballer of the Year 2* takes you through the various elements that will help in your bid to attain the No. 1 spot.

Obviously, one of the most important tasks is to become an ace sharp shooter. The goal-scoring scenes come in the form of set pieces, which require you to use your head as well as your feet. A tactical plan has to be memorized and then put into action being in the correct position at the goal mouth to tap the ball into the net. Success brings the chance of an international cap or a transfer deal that could fulfill your career ambitions and also give you a healthy bank balance. There isn't much challenge or excitement in this part of the game. If you don't manage to score in about 60 seconds, it's back to the drawing board to study more tactical plans, or presumably a rollicking from the manager in the locker room.

Gambling and money play an important part in *Footballer of the Year 2*. The Double or Nothing option tests your general knowledge of football with the tempting proposition of winning up to £4,000. Similarly, a flutter on the horses can earn more wonga, thus improving your chances of becoming Footballer of the Year.

Footballer of the Year 2 is OK for footy trivia fans, but real footy fans should look elsewhere.

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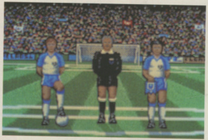

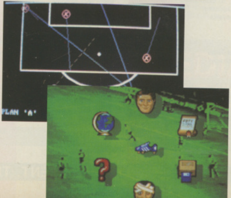

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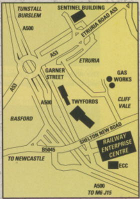

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KINGS QUE5T

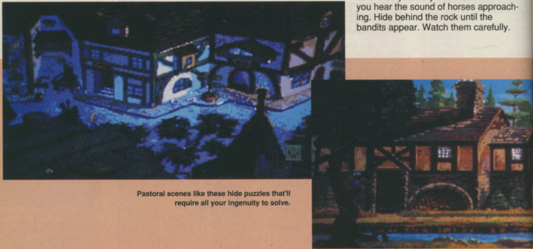
The village is one of the most interesting locations in the game. Visit all the many shops for some helpful swapping to gain the vital equipment that you'll need for later on in the game.

STARTING THE GAME

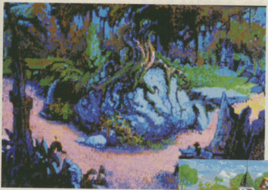
You start in the countryside standing by a barrel. Look inside it and take the fish. Get the silver coin from the alleyway and go to the bee tree. Throw the fish at the bear, take the honeycomb from the tree and the stick from its base. Throw the stick at the dog. Now search the haystack at the inn to find the Golden needle. Give it to the tailor and he'll hand over a blue cloak in return. Give the silver coin to the baker and buy a custard pie .

THE DESERT

Go to the caravan site (it's a good idea to save the game before exploring this area). Head west through the desert until you come to the temple. You'd better stop at the Oasis for a drink otherwise you'll dry out. Wait here until you hear the sound of horses approaching. Hide behind the rock until the bandits appear. Watch them carefully.



Pastoral scenes like these hide puzzles that'll require all your ingenuity to solve.



On the way to the witch. Don't forget to grab the leather pouch before leaving!

Head west for one screen, then go south until you come across a skeleton lying in the sand. Take its boot and travel south to the oasis. Have another drink of water. Go south again for one screen and then north to discover the bandits' tents.

THE BANDITS' TENTS

Take a drink from the water pot. Select the fastest movement speed and enter the small tent. Hide behind the pole at its rear. Take the staff and run! Return to the temple, via the camp's entrance.

THE TEMPLE

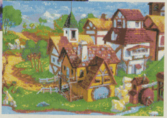
Once you've arrived, select the Use command and open the door with the staff. Enter the temple and take the bottle and gold coin – now scarper at top speed. Head east back to the caravan site.

GYPSY CARAVAN

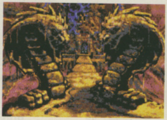
Locate the man on the chair and give him the gold coin. Madame Mushka will give you the gold amulet.

THE CAT AND RAT SHOW

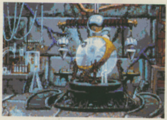
Go to the bakers in the town. Select the old boot and walk to the right side of the screen. When the cat and rat appear, throw the boot at the cat to get rid of it.



Yhe town is a (relatively) safe haven.



The entrance to the final part of the adventure.



This device is the key to rescuing your family.

THE WITCH'S FOREST

Select and wear the amulet. Give the bottle to the witch to make her go away. Now enter her castle. Take the spinning wheel, the leather pouch, the brass key and leave the building.

THE WITCH'S MAZE

Go to the tree with a door, and use the brass key on it to unlock the door. Take the Golden Heart that's hidden inside. Find the screen with the glowing eyes. Once there, squeeze the honeycomb to produce honey. Select the emeralds from the leather pouch and drop them on the honey. Follow the Elf that appears and you'll be given a pair of Elven boots.

COUNTRYSIDE AGAIN

Give the Golden Heart to the Singing tree, and take the Harp. Go to the gypsy's caravan site, they should have left the area. Take the tambourine. Give the spinning wheel to the gnomes to get the Marionette.

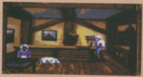
SHOPPING AT SERENIA

Return to the town and give the Elven boots to the man in the shoe shop. His eternal gratitude, plus a helpful hammer, is now yours. Go to the toy shop and give the man the marionette. He'll swap it for a sled.

HOG'S INN

Go to the Inn. You'll get locked in the cellar, but the rat will return to chew through the ropes – who said there's no reward for kindness? Take the rope, and then use the hammer to open the door. Open the cupboard and take the leg of lamb. Now exit the building through the left door.

That's it! With this information, you're set up for the rest of the game. If you do get stuck, though, write to the Adventure Helpline.



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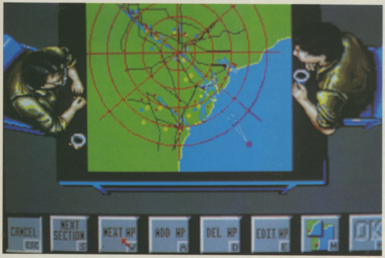
FLIGHT OF THE INTRUDER



There's a MiG on your tale and a SAM dead ahead. What do you do now? Mark 'Jets Go' Patterson throttles back and tells you how to kick VC ass.

You have to take into account SAM sites and AAA when planning a mission. It's always worth sending a squadron ahead of you on a wild mission to take out enemy radar.

FLYING THE PHANTOM

It's all too easy to confuse friendly planes with enemy fighters. If you're playing with the rules of engagement, you have to make visual contact with aircraft before you attack. Phantoms can usually be identified by their engine emissions, and Intruders tend to follow a straight flight path and keep very low.

AIM-7 missiles are quite accurate over long ranges, if fired in pairs. AIM-9s are a real pain. These work by locking onto the heat signature of a plane, which means you have to get behind your target for them to lock on. The best weapon is still the cannon. Cut your speed to 75 per cent then find a target. Match their trajectory then hit the afterburners. Keep pulling yourself round to face the target and adjust your aim according to your angle of attack. By the time your target is in range you should be heading towards it head on.

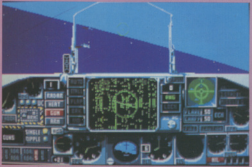
The Phantom's biggest advantages are its speed and agility. In a tight spot go to full speed, dive for a few seconds then pull up sharply so you're climbing at 80° from horizontal. Gain some height and cut your speed down to 60 per cent. Brake right, roll, dive slightly then activate your afterburners. At this point any pursuing MiGs should pass you. The key to performing this manoeuvre is braking as tightly as possible. Rolling on the dive gives you some room to avoid any other incoming fighters.

➤

Learn to identify local landmarks so you can guide yourself to your target visually if you get lost. Failing that, look to the sites and try to spot your wingman who very rarely gets lost.

CONFIDENTIAL KIEN AN AIRFIELD
EXIT ESC

Boats are tricky targets. If you find several close together a well-aimed 2,000 pound bomb could damage all of them and effectively put them out of action for good.



FLIGHT OF THE INTRUDER

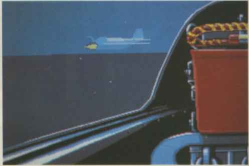
Fly several thousand feet above the Intruders if you're on an escort mission as this gives you the height to deal with incoming bogies and dive onto AAA and SAM sites. Your plane is an easy target for missile batteries at this height, which means they're more inclined to lock onto your plane rather than the low-flying Intruders.

THE INTRUDER

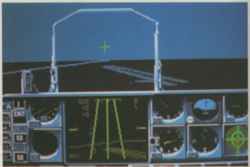
No matter how good its avionics, the Intruder is still a slow, sluggish plane. Going back to a target for a second strike is difficult and dangerous, so your first shot must count. You're not allowed to bring back unused bombs to the carrier, as they tend to explode if you make a hash of your landing. Rather than load up with lots of small weapons that you couldn't possibly use, take a few large bombs that are guaranteed to take apart the hardest of targets. Because you only get one attempt at taking out a target you have to make sure you hit it. DIANE is the most accurate method. If you come in low you'll need to 'pop-up' in the last 15-20 miles of flight to reach a height of 10,000 feet. From this position you can dive bomb the target using DIANE to plot your trajectory.

Direct bombing requires plenty of practice. The important factor here is calculating the dive angle. You then have to calculate the Mil settings which is time consuming. Personally I use the dive-bomb method. Climb to 10,000 feet and dive on the target with two miles to go. Centre the crosshairs over the target, pull up and hit the firebutton. Don't fly too low if you're carrying large bombs, as your plane can get caught in the blast. You have to keep your wings level otherwise the bomb will miss its target.

The most accurate bomb is the Paveway. This needs a high angle of attack to deliver. After releasing it, your plane tends to follow the weapon's trajectory, so as soon as the bomb is dropped you have to pull up sharply to avoid being caught in the blast. Your wingman takes care of the laser targeting of the Paveway. If he's been shot down the bomb has to be used as a normal unguided weapon.


Always stick to your mission. Most of the time you'll be escorted by fighters so try not to get in their way. Unguided rockets are capable of downing MiGs, so Intruders can fight back if they're cornered.

Sometimes extreme accuracy is called for, and dropping a 2,000 pound bomb in the middle of a VC compound tends to flatten everything, which isn't very good if your intended target is surrounded by hospitals. The best for accuracy is the AGM-62 Walleye. Fly towards the target at 4,000 feet, so you can make a positive ID of your target. As the Walleye has a very small warhead you'll need to approach slowly so you can launch a second missile to make sure the target is destroyed.



HAPPY LANDINGS

Landing is the nemesis of many an unwary pilot. The most important thing is the glide slope. The glide slope is an imaginary line which extends outwards from the carrier deck at a 3° angle. To land you need to intercept this slope. Start your final approach at 10-12 miles with an altitude of 10-12,000 feet. Fly towards the carrier and use the ACLS to get your initial line. When you close in on the carrier locate the meatball system, which is on the ship's left hand side. If the yellow light is above the green ones you're coming in too high, if it's level you're following the glide slope and if it's below you'd better pull up, fast. Use the AOA to gauge your pitch and speed.

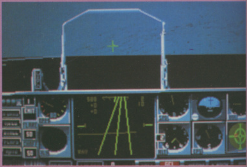
EJECT!

If your plane's been badly hit you haven't got much time. Don't hit the eject button until you're sure you're pointing up, or as close to up as possible. As planes tend to go into a spin when their tail's been blown off.

Make sure you choose the right weapon for the job. Runways can only be destroyed by 500lbs bombs dropped along their length using ripple mode to spread them about.

CONFIDENTIAL KIEN AN AIRFIELD
EXIT
ESC

Bad weather and night cover are your biggest advantages. MiGs cannot operate well under these conditions and AAA guns have trouble spotting your plane.



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ADVENTURE

HELPLINE

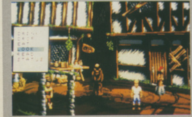
Welcome to what surely must rate as the most useful aid to trapped adventurers in any mag. This month's column is fair bustling with all the latest news and stories, and is backed up by the ever-useful Helpline where your questions are answered. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

NEWS

THE SHAPE OF THINGS TO COME?

As designers stretch their imaginations to find more novelties with which to delight us, the games which they produce are also beginning to stretch the capabilities of the Amiga. Already the half megabyte of memory of the basic A500 is not sufficient to run most of the latest graphic adventures, and even those which can hold the data, seem to spend half their time 'chugg-chugging' the graphics from the floppy disks to the screen. The once fun-packed Sierra adventures are now becoming an exercise in endurance as our pixelated hero plods across the screen like a man walking in treacle. This is all becoming a bit unsatisfactory for some players.

Fear not, however, for happily I have some good news which might help brighten the future. Mirrorsoft have saddled their latest discovery with the embarrassing title of Virtual Theatre – which is a fancy name for a neat, new graphic adventure system. Apart from the name, this system has a lot going for it because it not only produces exciting graphic adventures, but also manages to produce ones which move fast enough to keep the game flowing. The first game to leap through Mirrorsoft's looking-glass is entitled *Lure of the Temptress* and it will be released in early 1992.

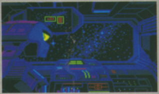


The game looks similar to the Sierra and Lucasfilm products, but it has a more adult feel to it. The storyline still revolves around the standard boyish hero overcoming the wicked king, but the text and the jokes sit more easily with a player who wants to chuckle rather than giggle. The sales blurb boasts that the other computer-controlled characters will carry on about their business as you blunder in and out of their affairs, but I`ll treat that with a large pinch of Sodium Carbonate. However, having seen a pre-release version of the first game I`ll agree that they have got their hands on something good and you`ll do well to keep an eye out for it in the new year.

SUSPICIOUS CARGO

An enthusiastic programmer called 'Piglet', (sounds like the start to a Limerick! – any suggestions?) took one look at Magnetic Scroll's *Wonderland* adventure and said, 'I could do better than that'. And just to prove that he could, he has designed Gremlin's latest text adventure called *Suspicious Cargo.* This game is billed as, 'the text adventure for those players who don't like text adventures', so maybe it's just what you are looking for.

The main part of the game is controlled by an innovative system of icons and windows similar to that used in *Wonderland.* That in itself is clever and makes the game much easier to play, but to add more spice to the mixture there are a number of sub-games built in to the main text adventure. Incorporating arcade games into adventures is not a new idea (witness the abysmal attempts of Sierra..), but in this case they promise to be a lot better. And not only are there games, but there are also some full-screen animated graphic screens which pop up every so often to set up the Bladerunner/Alien mood. If that isn`t enough to make you forget the basic game, even more variety can be found in the TV monitor screens which are built into the ship's console. When you are feeling fed up and looking for inspiration, these can be switched on to display the local TV shows and news broadcasts. Text games are one part of the adventure scene which constantly try to rise phoenix-like from the ashes of the past, and while *Wonderland* received much praise from the reviewers, the gossip is that it was a financial failure and may not even be released in America – which is a disaster for any game. I hope *Suspicious Cargo* will be a triumph for young Piglet to show that



there is still a place for the well-designed text adventure in today`s marketplace.

BARD'S TALE III – QUEST ONE SOLUTION

With the news that Electronic Arts plans to market *The Bard's Tale Construction Set* which was used to write the famous *Bard's Tale* trilogy, perhaps its time you gave some thought to completing the trilogy before you begin to write your own masterpiece. Just to give you a sharp prod in the right direction, here are a few tips for the last of these great games.

When starting a new team, use a Rogue, Bard, two human Paladins and two human Spellcasters. Develop one Spellcaster into a Chronomancer and one Paladin into a Geomancer. The best weapon for a fighter is a Stone Blade. Equip Spellcasters with Mage Staffs. Learn the NUKE, GILL and DIVA spells, and have your Bard learn the Minstrel Shield song. Develop the Rogue quickly for he's vital for slaying certain monsters and get the Spellcasters up to Level Seven so you can use the APAR spell which lets you teleport around.

Quest One – Head for the Grove in the wilderness and cast ARBO to get to the Well Worn Spot where you can recruit Hawkslayer to lead your group. Go to the Castle and get the King's mini-quest, but don't buy the GILL spell at the Wizard's Guild, it's cheaper at the Hut. You'll need a canteen and the GILL spell when you enter the lake and find the Palace. In the palace you must use the canteen several times to get Water of Life. APAR-2N,12E to get out.

Go to the Tree of Acorns in Arboria and get an acorn, then get a leaf from the Pile of Arefolia Leaves. On level three of Valarian`s Tower use acorn. Use canteen with Water of Life. On Level three you must find the Nightspear. Head for the Festering Pit and on Level one APAR 14N,5E,1D. On Level two fight Garnath and get the head and heart (eugh!). Now you must return to the Castle where the King will permit you to enter the Sacred Grove. In the Grove go to Valern and use the Heart then use the canteen. You now must find the Bow and Arrows of Life (9N,9E, southeast corner) APAR 9N-9E to passage out. Finally go to the Well Worn Spot and use the ENIK spell to get home.

EXILE

Audiogenic Software have come up with a space adventure which combines fun and action with 'loadsa' puzzles, and the result is a game which will please most fast-fingered adventurers. In answer to a radio distress call, you have set your old ship down on a distant planet which is honeycombed with caves and tunnels. A race of giant maggots and other equally charming monsters infest these dangerous regions, but you are obviously too brave (or too stupid) to let that stop you from rescuing a group of colonists who are under attack. . .

There are plenty of objects to find which will help you through the labyrinth, plus lots of weaponry to blast holes in the bug-eyed monsters which attack in waves. But just in case you feel unwanted amongst all of these unfriendly life forms there are also a couple of robots which can be brought into play on your side. Find the right objects and you'll be able to call up those useful allies when things get rough. There is a high level of arcade action in this game which may make it unsuitable for some adventure fans, but it *is* fun and that after all is what we are all looking for.

INPUT

Having taken a peek at this month's mailbag and seen the staggering amount of mail which has poured in from all over the world, I've decided to give up playing adventures games and become a stamp collector. Letters from Hong Kong, Australia, New Zealand and South Africa prove how popular Adventure and Role Playing Games are all around the globe – not to mention the obvious popularity of CU Amiga. A special mention must be made concerning the huge amount of mail which we receive from our Norwegian readers, they certainly swell the mailsack with all of their hints and tips.

CRUISE FOR A CLUE

If you want to unmask the murderer who is running loose onboard Delphine's latest best-seller – *Cruise for a Corpse* – you'll need th e brain of Inspector Maigret. Unfortunately, Karl Vassallo of Fakenham appears to have the brain of Inspector Clouseau and he is up zee creek without zee paddle! Having interrogated all of the suspects, there now appears to be nowhere else for him to go.Fear not Mon Ami, for I think I know where you have gone wrong.

The first move is to take the piece of paper from the scene of the murder and show it to the bar man. In return he will give you the priest's prayer book inside which there is another piece of paper hidden. Once you have this in your sticky grasp, the priest will be available for questioning. A careful search of the priest's cabin will reveal his suitcase which can be opened to reveal his guilty secret. What you must do is to talk to everyone about everything. Eventually you will find yet another piece of paper in the Smoking Room and a key on the floor of your own cabin. Zee plot thickens!

SPACE RACE

Ivo Bos from Holland has written to offer help to all of you who are having problems with 'Big Arnie' in Space Quest III. The easy way to tackle this murderous robot is to climb up inside the hollow monster and wait until Arnie is in the right position where a push on the hook-on-a-rope will knock him for six. You can now steal his invisibility belt for your own use. That solution is the easy one, but a more interesting one is that offered by Knut Erik Raanes from Norway who suggests that you lure the big brute under the pulsating pods which hang on the underside of the rock near to your spaceship. If you position yourself correctly at the back of the rock, Arnie will have to walk under the pods to grab you, then he'll get a nasty surprise. In this case you'll need the Orat-on-a-Stick to retrieve his belt without getting splatted yourself.

LEISURE SUIT LARRY 2

Having steered our eponymous hero across jungle and swamp, John Clayton of Kingswear has arrived on top of a volcano and is standing like a lemon outside the closed entrance to Dr. Nontoony's Headquarters. He has some matches and some ash, but absolutely no idea what to do next.

What you mustn't do is waste time with the wood-chopping native in the village. Although he looks as if he will stop work at any moment and leave his axe for you to swipe, he is really just an annoying red herring. What is needed in this situation is something that will cause the volcano to erupt and blast an entrance into the mountain for you. To do this you need the bottle of hair tonic, some matches and the barf bag from the aircraft. Put the bag into the bottle to act as a wick, then move to the right-hand rear of the screen next to a crack in the ground. Light the wick with the match then drop the bottle into the fissure in the ground.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Tony Gill, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to answer your problems.

HELPLINE

adventure

A CROWN FOR ELVIRA'S NOBLE CRUSADER

Paul Haswell from Tamworth has written with a solution for Mr. Highfield, and anyone else who is wrestling with Elvira (I should be so lucky). To put the crown on the crusader's head, go into the alcove beneath the church altar, take up the crown and go and stand before the large mural. Read the scroll with the Christian prayer on it, which is found inside the prayer book and the mural will now collapse and reveal the crusader's body. Put the crown on his head and take the sword. With the sword in your hand you'll no longer need to worry about nasty, green things in the catacombs. And don't think that a nasty green thing is easy meat – because it's 'snot'!

FIXING THE FUTURE

An unusual letter, written on toilet paper, was slipped under the office door this month from Eivind Antonsen of Finstadjordet who , it appears, is stuck in the lavatory in Delphine's *Future Wars.* He doesn't mention if there any old ladies locked in there with him, but he does say that he is desperate to find a fuse. Eivind is correct in saying that a fuse is what's needed to fix the power supply to the TV in the hall, because once the TV is working he'll be able to slip past the guard who will be busy watching the screen. Both the fuse and the blowtorch used to kill the alien in the sewer are to be found amidst the rubble of the ruined city. The blow torch is in the bottom-right corner of the initial screen and the fuse is found on the left of the second screen, where you see a small white spot.

BARD'S TALE II REPLY

In answer to Brian Kane`s problem in the Aug issue, David Byass of South Shields comes up with the answers to the *Bards Tale II* queries. The Nospen ring lowers A.C. and casts spells. To awaken the stone man say 'KAZDEK'. To enter the Temple of Narn you will need all the segments of the wand. Give these pieces to your Archmage and forget the wand. The reason that the Casinos are all closed is because Lagoth Zanta closed them and he is the final villain you will need to defeat when you enter the Temple of Narn.

BEATING OUT A TUNE ON INDY'S DRY BONES

A lots of grief is being caused to poor souls who are stuck in the catacombs along with Indiana Jones in his Last Crusade. Six skele ton's skulls, and a locked door which can only be opened by someone with a musical bent, has got them foxed. Luckily Leight on Williams of Coventry appears to have a bent one because he has supplied the following solution to the musical skull puzzle. To open the door consult the notes in the diary. From Left to Right, a note on the highest line corresponds to a press of the leftmost skull, a note on the second highest line means a press on the skull second from the left. If the leftmost skull is number one and the rightmost is number six, then the skulls to be pressed are : 53342.

ALL AT SEA WITH LARRY III?

Here's a quickie on how to get started in *Larry III* . Collect your credit card from the postbox of your home and give it to the girl on the beach. Once you've found the piece of wood in the forest floor, and have sharpened your knife on the Casino steps, things will get a whole lot easier.

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VIRTUAL WORLD- Demo
of the year award ?

CUBULOUS - Tobias's
biffy puzzle game

ENIGMA ? Well its definetely a Phenomena !

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price of a disk ....

Weird Sciences
Butterflies slideshow.

Wheres my disks ? He
should have chose UPD

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A68K 68000 Assember program for the Amiga rather difficult to use.
A64 EMULATOR Commodore 64 emulator program + some basic listings!
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DEMOLISHER UTILTIES 168 easy to use utilities, something for everyone
DESKBENCH Nice alternative workbench with 2 support disks,Icons+bases (3)
DESKTOP PUBLISHER From Germany, English translation now available.
DIRECT ACTION A useful Utility for editing animation sequences.
DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
DOPE INTROMAKER Make your own intros with this utility.
DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens. Great !
DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc (Not assignable)
EDUCATION SET (5) Five disks full of educational programs. Very good.
ELECTROCAD PREVIEW If your'e into circuit diagrams etc, try this.
EXILE FONTS More of theses superb fontscreens. For use with Deluxe Paint.
FLEXIBASE DATABASE A simple to use database for the beginner.
FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!
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HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility.
HARDDRIVE UTILS Some good utilities for hard drive owners.
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ICONS This disk is just crammed with useful & varied icons.
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SOUNDTRACKER A superb four channel sequencer everybody uses this one !
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ST-90 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-91 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-92 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-93 SAMPLES DISK Studio quality samples. drums, bass, snares and more
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AMIGA CHART BLACK BOX, QUEEN The invisible man and Ride on time. Remix
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PHENOMENA MUSIC DREAMS II Second in the series More superb music !
POPEYE MEETS THE BEACHBOYS Great demo very funny!
RAM RAT III 4 really long songs on this one, very good.
SILENTS BLUES HOUSE (2) Tangerine Dream style music. With game. Brilliant !
SILENTS FULL POWER House it up music. Includes Remix of tricky disco.
SOUND OF SILENTS This is a must ! Great atmospheric Jesper Kyd music !!
STAR DREK SAMPLED (2) Amusing mickey take of Star Trek. Great for a Laugh!
TALK TO THE TREES Another very funny sampled music/Comedy track.
ECHNOTRONIC REMIXES Pump Up the Jam and Get Up - they even sing it !
ECHNOTRONIX REMIX All of their songs remixed into one great track !
THE SOUNDS OF GNOME Mahoney and Kaktus music disk. 46 great tunes.
TIMECIRCLE MUSIC More Commodore 64 style music. Very good
VIVALDI - FOUR SEASONS (2) Superb rendition of 4 seasons by Rob Baxter
ZARCH 1 Great music tracks inc, Itsy bitsy,oh no Timmy Mallet ARGHHHH!
ZARCH 2 Another great pack of exellent tunes!
ZARCH 3 More good quality tunes on this compilation.
ZARCH 4 This is the latest disk, good quality as usual.

MINDBLASTING DEMOS

AGONY DEMO Brilliant graphics in this game demo,show it to ST owners.
ALARM MEGADEMO Nice new demo with a good acid type video part !
ALCATRAZ MEGADEMO Exellent, a huge demo, comes on 3 disks! (3)
ALF DEMO Featuring the cute character from the TV show.
AMOS 3D DEMO Shows you some of the effects that are possible with 3d Amos
ANALOGUE MEGADEMO A great intro & novel demo selection!
ANARCHY INSPIRATION IS NONE Brilliant demo with some superb ray traced Gf
ANARCHY MADNESS II Demo with Bobs and Filled Vectors, superb music!.
ANARCHY SYSTEM VIOLATION Classy demo featuring Vector Bob Gfx Cool Mu
ANARCHY DIGITAL INNOVATION Their latest and best demo, superb!
ANIMATORS MEGADEMO A nice new megademo from the Animators.
AURORA MEGADEMO Dramatic intro, good music with some Ham bobs
BASS MEGADEMO Great megademo with some housey house music.
BOB CRAZY A disk filled with Bob demos!
BRONX WHAT A RUSH Nice new demo.
BUDBRAIN II Hilarious megademo, house music video and cartoon sketches
CASCADE MEGADEMO Curious demo with a puzzle and an acid part!
CHAOS ROCK A fantastic light show based on fractal patterns.
COOL FRIDGE A plasma meagdemo, if you like these FX get this one.
CRIONICS MEGADEMO Includes the superb maddona demo and more !
CRIONICS NEVERWHERE Superb demo with a Real world demo and Madonna pi
CRIONICS TOTAL DESTRUCION Very nice plasma Fx plus a kickin music track !
CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome & great effects.
CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo. Great
DARKNESS MEGADEMO II Another unlimited bobs demo - Do they ever stop ..
DANISH KNOW HOW and they do. A great demo by the danes.
DEAD DANCE THRASH Amazing thrash metal soundtrack & some wierd pics!
DEFJAM PIXEL NATIONS Nice multipart demo with plasma,bobs etc.
DEVILS LABYRINTH Great new demo with some fab effects, RGB ham plasma??
DEVILS NO REALITY Another great multipart demo from Devils!
DRAGONS MEGADEMO An old demo but still one of the classics!
ELVIRA DEMO An exellent demo of a very good game!
E P I C Incredble preview to a new game by Ocean, Filled vectors. 1 Meg
ERPLAND (2) Brill kalidescope patterns on this exellent demo & music!
FARTS & BELCHES Is this for real...Sampled farts. Well...
FILLET THE FISH Similar to puggs, but not quite as good.
FRAXION "REVENGE" Cartoon style horror video recorder ! Very funny !
FRAXION FUTURE VISIONS Superb Aliens-type intro plus great pictures
GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid style video at end.
GOLDFIRE ULTIMATE FX Another good megademo from Goldfire.
HORIZEN SLEEPING BAG Great multipart demo with vectors & funky music.
INDIANA JONES DEMO Nice clip of the movie!
IRAQ DEMO Amusing demo of Saddam meeting President Bush ...... Kaboom !
INTUITION MEGADEMO Includes a very good acid type section!
KATHARSIS MEGADEMO This is the famous Xcopy demo from Poland!
KEFRENS MEGADEMO VIII This is great plenty of filled vectors and music.(2)
KGB MEGADEMO (2) This is great ! A great house music video & vector drums.
LAUREL & HARDY Good demo featuring 'The lonesome pine' song. (2 disks)
MAGNETIC FIELDS HYSTERESIS Excellent vector graphics, plus music !
MAGNETIC FIELDS SPACED OUT (2) Music come demo disk with some good tr
MAXIMUM OVERRIDE (2) Very nicely done filled vector demo by TSB.
MIRAGE MEGADEMO Another good disk, this one copies itself.
MONTY PYTHON (2) Brilliant demo featuring the lumberjack song !
MONTY PYTHON NUDGE NUDGE Another amusing sketch on 2 disks! (2)
NEWTEK DEMO 3 An exellent demo,take your machine to the limit! (2)
NOT THE NINE O CLOCK NEWS Some amusing sketches on these disks (2)
PHENOMENA ECES A very good demo with a light sourced filled vector !!
PHENOMENA INTERSPACE Is time Linear ? Well get this demo and find out
PHENOMENA ENIGMA Absolutely brilliant, one of the all time greats!
PHENOMENA JOYRIDE Another absolute corker of a demo!
PINK FLOYD THE WALL (6) Oh yeah ! A huge demo based on film and songs.
PLASMUTEX Kickin Soul!!Soul music beats plus wild copper and plasma FX !
PMC ALPHA OMEGA An absolutely superb filled vector demo. Lovely music !
PUGGS IN SPACE A classic demo, the kids will love it.
PRISONER DEMO Remember the old 60s series? Well heres the Amiga demo
PULLING THE TRIGGER Well laid out set of demos.
PURE METAL CODERS Present fractal demos disk, very nice.
QUARTEX SUBSTANCE Superb demo one of those you simply must have !
RAF MEGADEMO A very nice 2 disk megademo! (2)
REBELS MEGADEMO II An old classic blast from the past!
REBELS COMA This one is a classic ! the best Acid style video on Amiga !
REBELS SNAP A nice demo with spooky style music track, Popular still.
REBELS TRIPLE TROUBLE Nice new demo, + some others.
RED SECTOR CeBIT 90 An old classic filled vector demo, lovely music
RED SECTOR MEGADEMO (2) Still stood the test of time, very good !
SCIENTISTS 451 MEGADEMO Great megademo with some great soundtracks.
SCOOPEX CHROMIUM Superb demo with great graphics and music.
SCOOPEX MENTAL HANGOVER One of the best demos of all time. get it!
SHADOW OF THE BEAST DEMO Superb demo of a classic game!
SHINING VECTOR EXTERMINATOR Exellent demo, incredible new effects.
SILENTS GLOBAL TRASH This is a MUST for all demo freaks, Mega !!!!
SILENTS ICE Latest demo from the Silents. Brilliant music tracks !
SILENTS MEGADEMO Old but still up to scratch, vectors and music !
SIMPSONS BY DECAY With superb animation and a great funky music beat
SIMPSONS EQUINOX Remix of the song & pics of our favorite hero Bart !
SIMPSONS FREEHAND Slideshow with a funky little Bart Simpson soundtrack.
ST PEPPERS LONELY HEARTS Great 60s syle demo from Brazzle Atkins. (2)
TECHNOFLIGHT MEGADEMO Not a bad little megademo. But not all that good.
TIMEX HYPRA Great demo that looks like a platform game & good music.
TOMSOFT TRIP TO MARS Old but very good 3D filled vector trip to mars
TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year !!!!
TRIPLE TROUBLE Brilliant plasma and copper fx with funky music track !
UNREAL DEMO Superb graphics & sound in this great demo.
UPFRONT COOL FRIDGE Old demo but quite nice.
UNIVERSAL PICTURES Very impressive filled vector demo in space ++++
VANGELIS DEMO Great music & superb colour cycled graphics. 1mg.
VECTRA SINKING DEMAND Really good filled vector demo.
WARFALCONS PURPLE MEGADEMO Another good classic demo.
WRATH OF THE DEMON DEMO Another to show off the machines graphic pow
XRAY MEGADEMO A demo in 6 separate parts.

STUNNING SLIDESHOWS

ADDAMS FAMILY The Addams family started when Uncle Fester ... (Ermm .. No!)
ADVANCE HAM A collection of brilliant digitised pictures with funky music.
AGATRON 5 Some superb HAM pictures, created y Tobias Richter.
AGATRON 6 Incredible 4096 color ray traced slideshow. Get this one !
AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
AGATRON 9 More of Tobias Richters superb works, again based on Star trek.
AGATRON 12 Some more great pictures on this new disk.
AIRCRAFT SLIDE Lots of pictures of fighter aircraft.
AUSTRALIAN SLIDE Lots of pics of Australia in 32 colours.
BORIS VAJELIO (2) Pictures digitised from works by the Artist. Nice.
BORN TO BE FREE Picture of wild animals this time. Very good quality
BUTTERFLIES (2) High qulaity slidshow of butterflies, by Weird Science.
C64 ART Lots of picture screens from the good old Commodore 64.
CHAINSAW SLIPPERS This one is Great, the pictures are naff but hilarious !
COLOURCYCLES A slideshow of colour cycled pictures. Very impressive.
CREEP SHOW Iron maiden type pictures, Eddie and more. Not music too.
DARKLORD SLIDESHOW Lots of pictures in the Darklords distinctive style.
DEBBY HARRY SLIDESHOW Some nice pictures of 70s popstar (2 disks)
DEMONS III A quality slideshow from C-Dryk of Demons, with music to back.
DESERT ISLAND SLIDESHOW Lots of nice pictures on this disk.
DIVINE VISIONS (2) A slideshow of Mythylogical gods with music to back.
DR WHO SLIDESHOW Piccies of Dr Who and the infamous Daleks!
FENN TASTIC VOL 1 Picture show of Twin peaks star Sheryln Fenn.
FRAXION FUTURE VISION Great fantasy slideshow especially for lo res.
GARFIELD Digitised slideshow of the cartoon hero by Jim davis.
GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
GERMAN RAY TRACE High quality ray traced pictures by a german artist.
GRUSEL SLIDE Eerie fantasy slide from Germany, unusual.
HEROIC DREAMS SLIDESHOW 1 Great fantasy art pics from Pendle Europa.
HEROIC DREAMS SLIDESHOW 2 More great fantasy art pictures
HEROIC DREAMS SLIDESHOW 3 And yet more great fantasy pictures.
INVISIBLE WORLD Not one for people scared of creepy crawly creatures !
IRON MAIDEN SLIDESHOW Digitised pics of Iron maiden & more!
JIMI HENDRIX SLIDESHOW Great picshow of the 60s rock legend! (2)
JOE SLIDESHOW 1 Very good quality slideshows drawn in Dpaint, by Joe/SCX
JOE SLIDESHOW 2 More supah pics by Joe. Check them out for yourself.
KELLY SLIDESHOW Some excellent quality HAM pictures. Various subjects.
KIM WILDE SLIDESHOW Lots of pics but mainly in black & white.
MADONNA SLIDESHOW Lots of pictures but needs 1 mg & 2 drives (disks)
MILLER LITE Pictures and music from the TV advert for Miller Lite lager
NAGEL PICTURES Great hi res pictures from a famous artist.
NAPALM DEATH SLIDE This one is for over the top moshers only!
NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
NASA SLIDES 2 More pictures, this time viewed from space. good !
NEWTEK DYNAMIC HAM A slideshow of Newteks new mode 640x512 in 4096 Cl.
NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
NIGHTBREED Yukky slideshow from the film. Music suits the pictures !
NIGHTMARE ON ELM STREET SLIDESHOW great for all you freddy fans (2)
NIK WILLIAMS Some very well digitised pictures from the pictureware.
NW DYNAMIC HAM More from the Nik Williams series. Incredible quality.
PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PHOTMONTAGE I Slideshow on various subjects very nicely done.
PHOTOMONTAGE II Another great slide of various subjects.
POP STAR PICS Piccies of Mel & Kim, Madonna, Curiosity, Petshopboys!
POSTCARD SLIDES Amusing saucy pics like you see at seaside towns.
RICK PARK'S ART Dpaint style pictures all done in Hi Resolution.
ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.
SILENTS/CH 42 (2) This is superb, slides plus a great music track.
SPACE BUBBLES Great fantasy art pictures in interlaced ham.
SUPER HAM CARS Superbly digitised slideshow in Interlaced HAM. Mega
SUN CONNECTION SLIDE Great ray traced pictures on this disk.
THE FABULOUS ART OF TOBIAS RICHTER Two disk compilation of some
TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great !
TRAVELLER SLIDES Impressive Pictures drawn in Dpaint by the Traveller.
VAX SLIDESHOW Pictures downloaded from a vax system. Very nice indeed.
VIC REEVES Pics of our hero & sampled music - You wouldnt let it lie !
WATERSHIP DOWN Cute side of those rabbits, great for the kids.
WRESTLE MANIA (2) Collection of picture and animations. Pretty good.
WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Ex quality.
YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred & more

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AMAZING ANIMATIONS

AEGIS ANIMATIONS 3 anims, Juggler, Plane & Marlyn.
AGATRON 2 Misc - jet fighter landing , basic
AGATRON 3 Star Trek - Shuttle fly past
AGATRON 5 Star Trek Klingon fires torpedoes
AGATRON 7 Star Wars Fighter doing loops etc
AGATRON 9 Star Wars - Fighter fly by, impressive
AGATRON 10 Star Trek - Enterprise in dry dock Good
AGATRON 11 Tron - Tank v Deactivator. Good vectors
AGATRON 12 Tron animation Not one of the best
AGATRON 13 Misc - Robo 1 A robot waving
AGATRON 14 Star Trek Workbee & Reliant. 3 shots
AGATRON 17 Star Trek TWOK animation Short but okay
AGATRON 18 Star Trek - Enterprise fly by. Short anim
AGATRON 20 Huey 2 A helicopter leaving a landing pad. Neat. 1 Meg
AGATRON 23 Star Trek fleet manoevre
AGATRON 24 Kuli pen animation & Ping pong. Great!
AGATRON 25 The run , a suberb car chase 1mg or over.
AGATRON 26 A ship rocking at sea, / enterprise leaves dock.
AGATRON 30 Contains Hyperspace animation & Landing animation
AGATRON 31 Anim of a Porche rising out of a table 1 mg.
AGATRON 32 Space - Space probe flying away
AGATRON 33 Probe animation Bird of prey animation & Klingonhit!
AGATRON 34 Star trek the space office - a bit short
AGATRON 35 Space- space probe flying away
AGATRON 36 Star trek Bird of prey, loop the loop.
AGATRON 37 Misc - Tobias goes knackers!
APPLECUS ANIMATION Great anim of an abacus (applecus??)
BAD BIRD ANIMATION Not too bad this one.
BASKETBALL A basketball player shooting a ball into the net. 1M
BONGO ANIMATION Animation of a man playing the bongo drums.
BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1M
CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1M
COOL COUGAR A cartoon style anim, tells the story of cool Cougar. 1M
CX1 SPACESHIP A beautiful sculpt 4D anim of a ship circling a globe.1M
DART ANIMATION Good animation of a dart passing through an egg !
DRAGONS LAIR TIME WARP Animation of the cartoon game by Don Bluth.1M
ERIC-S AMY VS WALKER Cute and sexy(?) squirrel chasing a Walker. 1.5M
ERIC-S BATMAN A great animation featuring batman and the joker. 1M
ERIC-S COTOTE 2 This ones a corker the old coyote up to this tricks 1.5M
ERIC-S COYOTE STRIKES BACK Not too good this time but still popular. 1M
ERIC-S MORE AEROTOONS More humourous cartoon capers. Great stuff. 1M
ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satallite. 1M
ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon. Great. 1M
FRANKLYN THE FLY Great anim of a day in the life of a housefly!
GHOSTBUSTER ANIMATION Anim on the popular ghostbusters theme.
GYMNAST ANIMATION Animaiton of a gymnast swinging around the bars. 1M
HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer.All 512K
HIGHLANDER SWORD ANIMATION Anim of a Scotsman dancing on swords.
HOLIDAY ANIMATION Not too bad this one.
LAUREL AND HARDY by Brazzel Atkins, select your film from the videos.1M
LIGHT CYCLES (2) Huge animation from the Tron film. Excellent.1M
LUXO TEENAGER Father & son lamp animation converted to the amiga 1M
MAGICIAN II this ones a bit better, more glossier this time round.1M
MAGICIAN Similar to the juggler animation, but not quite as glossy 1M
MINER A miner truck loading coals into a buggy to be taken away. 1M
NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair anims.
PHAROAH ANIMATION An animation of a Pharoah kings mask.
PIANO ANIMATION This is an animation of a cartoony piano!
PORKY PIG ANIMATION Cute anim of the Porky pig character with sound!
PROBE SEQUENCE Probe investigates new life forms on a distant planet.1M
REAL 3D (4) SUperb demo of the effects possible with Real 3D. 1M
REAL THING HORSES demo of the animation package for deluxe paint.
THE JUGGLER the old classic animation that sold hundreds of Amiga's !
THE KNIGHT DEMO Animation of a knight climbing out of a book. Pretty.1M
THE WALKER DEMO Helicopter attacking the walker. Film type animation.1M
THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1M
UGLY MUG ANIMATION The ugly mug goes for a spin!
UNICYCLE ANIMATION Exellent animation of a unicycle & a car!
WINGS Superb quality red baron biplane animation. Very nice indeed.1M
ZEUS BUST ANIMATION Animation of a golden bust rotating!

MEMORY MONSTERS

ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now! 2M
AT THE MOVIES Cute anim from Eric Schwartz featuring Amy squirrel 1.5M
AUTOMATED LIGHT (4) Great battlestar galactica type animation. 3M
BUZZED (3) Great anim of a wasp crashing into things. 3M
DATING GAME (2) Superb demo from Eric Schwartz, a must see. 3.5M
DRAGONS LAIR (3) Power demo with sound effects. Great ! 3M
JUGGLER II Juggler meets Ms.Juggler. Great followup to the original.1.5M
LOST IN SPACE (3) Remember the old TV series ? This is the anim. 2M
LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff. 4M
STATION AT KHARN (3) Animation of a a spacestation, very nicely done. 2M
UPGRADE (5) Wow ! Camberwick Green meets the Amiga ! This is GREAT ! 5M
VAUX KILLERS (2) An old but quite good 2mg demo 2M.
WALKER DEMO (2) The 2 disk 2mg version of this classic demo.
WAVE SAILING (2) A nice animation of a wave sailer! 1.5M

THE VERY BEST AMIGA GAMES

AIR WARRIOR This is a flight simulator program
ALL NEW STAR TREK Great game from Tobias Richter! (2)
ANTEP & SLOT CARS A graphical role playing game & a car game
ASSASSINS 1 Tanx Rollerpede Avatris Caverunner & Amigoids,
ASSASSINS 2 Girl action Missile command Invaders & 3 more!
ASSASSINS 3 Megaball & Drip! Superb breakout game & platform game
ASSASSINS 4 Jumper Gomoku Cracker Jumpy Turbo duel & Klondike!
ASSASSINS 5 Raid Go Looly & Retaliator. 3 shoot em ups
ASSASSINS 6 Downhill challenge Pacman 87 Meta Llamas & Welltrix
ASSASSINS 7 Destination Moonbase Trix Mightworks, Clauds run
ASSASSINS 8 Air ace II Hball Number Fumbler & Snakepit!
ASSASSINS 9 Battle pong & Blizzard Two brilliant games
ASSASSINS 10 Escape & Sys. and a new game by agile. Get it !
ATIC ATAC A conversion of the old classic Spectrum game
BATTLEFORCE A strategy war game similar to Mechforce
BLACKJACK A really good version of the game!
BLOCK IT A Good but tough puzzle game
CASTLE OF DOOM Easy graphic adventure game
CHINESE CHECKERS Computer version of the popular board game
COLOSSUS & WORLD Two very good adventures from Software distillery
CUBULUS Nice rubik cube style game from Tobias Richter
DARKSTAFF A spectrum emulated text adventure game
ETERNAL ROME & DOMINOES 2 nice games on this disk
ENSIGNIA MAZE Nice little maze game allows 4 views of maze at once
FLASHBIER Over 200 levels in this boulderdash type game
FRANTIC FREDDIE Classic platform type fun with good music
GALACTIC FOOD FIGHT Fight through ice cream cones fruit etc
GAMES GALORE 1 Drip tiles Quix O&X Invaders Chess Yahtc Othello
GAMES GALORE 2 Welltrix Skyfight Bouncer Jackland Larn Bluemoon
GAMES GALORE 3 Gravattack Asteroids Pingpong Miniblast Orbit 3d
GAMES GALORE 4 Mr Munk Diplomacy Car Mutant Chess Egyptian run
GAMES GALORE 5 Cosmo Cat & mouse Mazeman Rollon Trivia Pharoah
GAMES GALORE 6 Tint Jumpy Def ATC C-Robots 5inLine King rats SB
HACK Great text adventure in the infocom style
HOLLYWOOD TRIVIA Nice trivia game with lots of questions!
HOLY GRAIL A nice text adventure, one of the best
LAMER GAME Similar to operation wolf shoot em up.
LARN Another very well regarded text adventure game
LEARN & PLAY Great fun for the kids on two disks (2)
MORIA Text adventure based around Dungeons & Dragons theme
NESTOR CARD GAME Another card game, looks quite good
NO MANS LAND High tech war game shoot em up
LEAPING LARRY Simple platform game done in Amos
LLAMATRON Very good shareware game from Jeff Minter
MASTER OF THE TOWN Shoot the signposts in this game
MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound
NO MANS LAND Hi tech war games shoot em up.
PETERS QUEST Rescue the maiden in this fun platform game
POM POM GUNNER Blast the enemy aircraft in this Beachead clone
PROPERTY MARKET Become a millionaire before you retire at 65
RETURN TO EARTH Elite type space trading game!
RINGS OF ZON Interesting shareware adventure/strategy game
7 TILES Superb futuresports type game
SCUM HATERS Shoot em up done by Brazzle Atkins in SEUCK
SEALANCE A submarine strategy game seems very involved
SERENE SHOOT UP Another good quality Shoot em up
SERENE II Follow up to the above game
SIMPSONS GAME Vertically scrolling shoot em up done in SEUCK!
ST BASH Blast the Atari Sts in this fun invaders game.
STAR TREK The US version by Jim Barber, very good (2)
STAR TREK NEXT GENERATION Strategy game runs in Hires 1mg
STAR TREK THE SHOOT EM UP Yes a SEUCK version of game.
TENNIS A good shareware tennis game! 1mg
TRUCKIN ON A trading game based around truck haulage (2 disks)
THE EVIL DEAD GAME Blast the goolies in this crazy game
THE INSIDERS CLUB Stocks & shares game, see how far you get
WET BEAVER GAMES Version of the old pong game
WIZZYS QUEST A very good arcade adventure game from Germany
YELP Nice little painter type game
ZEUS A very good & popular block puzzle game

THE VERY BEST AMOS PD

APD2 TREASURE SEARCH Find the buried treasure in this fun game
APD52 FORMS REALLY UNLIMITED a Great form designer program.
APD62 ARCADIA A nice version of the popular breakout game
APD76 RAINBOW WARRIOR Paint with coppers and save them out!
APD83 AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD85 REVERSI + SNAKES & LADDERS 2 well known games
APD96 PAIR IT Match the cards to make a pair,easy to play 1mb
APD97 DYNAMITE DICK Nice little amos game+ living slideshow
APD103 PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD104 PICK UP A PUZZLE Datadisk for above.
APD109 WEIRD SCIENCE DEMO II BIRDS OF PREY Nice slideshow
APD110 CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 BALLOONACY Good version of the classic 'Bomber' game.
APD130 THE WOODEN BALL A shareware game 1mb
APD132 FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD135 SIMON & SPACE MATHS 2 educational games on this disk.
APD137 TILE TRIAL Sliding tile puzzle to solve within a time limit
APD138 SPANISH TUTOR Good if you need to learn Spanish
APD139 MASTER RACE A quiz game set in outer space
APD148 DEMOLITION MISSION Another version of popular bomber game.1mb
APD153 MISSILE COMMAND Nice version of the old classic!
APD166 PICK UP A PUZZLE Datadisk 3
APD167 JIGMANIA Datadisk 1 (needs LPD13)
APD176 DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180 DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD181 DUNGEON DELVER DISK 2
APD182 PIXIE KINGDOM Another good exploration game on 2 disks
APD183 PIXIE KINGDOM DISK2
APD190 BLACKBELT Chop the blocks in this martial arts game
APD198 BOMBS FROM BAGDAD/PRODIGAL SON
APD205 R-DRAW 1.48 Another well laid out drawing package.
APD219 JIGMANIA Datadisk 2
APD220 JIGMANIA Datadisk 3
APD221 AMOS BINGO/CRACK THE CODE 2 games on this disk.
APD229 AMOS MULTIPAINT Another Amos paint program!
APD230 AMOS ASTEROIDS Four versions of the asteroids game.
APD231 AMOK Your robot is trapped in a strange world 1mg
APD237 SHAPES Very nice little puzzle game.
APD238 A.I.M. A picture convertor & image processor!
APDD254 HOBBS GAMES Crapman, Battle, Adrian & 80+ 4 games.
APD257 CASSETTE LABELLER + MIXED SOURCE Make your own cassette label
APD271 WIZARDS DOMAIN Nicely done graphical adventure game
APD284 AMOSAGRAM Nice anagram program.
APD292 WAR OF THE FOUR A shareware graphic adventure game
APD 293 GRAND PRIX SIMULATOR Not a race game,more of a simulation.

DeJa Vu Licenseware £3.50 Per title.

LPD1 COLOURING BOOK Colour in the nursery rhyme pictures
LPD2 ARC ANGEL MATHS An educational game to help kids with maths
LPD3 GALLEONS Follow up to the popular dogfight II game.
LPD4 THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD5 JUNGLE BUNGLE Icon driven adventure game for the kids
LPD6 PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD7 FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD8 WORK & PLAY 3 really good educational games on this disk.
LPD9 AMOS ASSEMBLER This disk requires AMOS to run.
LPD10 THE WORD FACTORY Great program helps the kids to spell
LPD11 GO-GETTER A card game where you have to pass go.
LPD12 HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 REVERSI II New improved version of Reversi
LPD17 DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 TOUCHSTONES An Ishido type game played with tiles
LPD19 X-IT-50 Shoot objects across the screen
LPD20 WORDY A basic Amosware wordprocessor program, quite good
LPD21 QUINGO Great quiz game in which you play Bingo
LPD22 LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 ESP Collect the letters ESP A great game get it !
LPD24 SHINING WAY OF KUNG FU 2 disk game with good graphics(5.50)
LPD25 THE MISSION A great text adventure written in Hisoft basic
LPD26 CYAD Collect the diamonds in this puzzle game.
LPD27 FLOWER POWER grow flowers before bugs munch them away.
LPD28 BUDDBASE Simple to use database with tutorial. Get it
LPD29 BIG TOP FUN 4 great educational games for younger children
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LPD36 FRACGEN II Great fractal program generator. Impressive
LPD37 ROCKET MATHS Help children in maths with this game
LPD38 AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 MAGIC FOREST II Great sideways scrolling platform game
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LPD43 LAZERZONE A very nice shoot em up game. Very playable
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LPD45 MUSIC BOX A music program for children of 7 upwards.
LPD46 MAGPIES CLIPART Lots of clipart, unavailable elsewhere.
LPD47 DIRTY CASH An exellent fruit machine program. Brill

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F213 300 8 Color icons for use with the 8 color workbench program.
F225 MYMENU This program allows you to add your own workbench
F240 DIS Disassembles executeable files to 68000 assembly language
F243 PASSWORD A password protection system & PCOPY multitasking copier
F246 NOCLICK Stop that annoying drive from clicking with this utility
F251 DISKSALV A disk recovery program for all Amiga file systems
F263/4 SENTINAL A large ray traced animation. Requires 3 Meg
F270 TOO MUCH 3D A brill little ray traced spaceship animation
F30 BBS A BBS for the Amiga (BBS-Amiga Version 1.1).
F300 TITLEGEN A program for generating scrolling video title
F314 A68k A 68000 assembler originally written in Modula-2.
F323 CZ EDITOR A utility for editing your patches on the casio CZ
F327 MRBACKUP A hard disk backup utility. Essential for HD users
F332 K1 Editor for the KAWAI K1 series on keyboards
F345 VC ED A voice editor for the Yamaha 4 Operator FM synths
F356 NCOMM A popular comms package for modem user.
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F372 MAGNETIC PAGES Create disk magazines mixed with IFF pics and text
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F418 SCREENX A program designed to rip iff screens. Very useful
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F429 SCRUB Handy little prog for spinning the drive heads
F431 EZASM Combines parts of the "C" language with 68000 assembler
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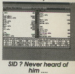
Adam at START on a bad day .....


SID ? Never heard of him ....

Textplus 3 - Commercial quality Wordpro.

ASSASSINS
1991
Assassins Games.Thanks to Telebug & Arty !!!

German Ray-traced Slideshow. Yum !

Steve on his way to work Brunos Music 3

Advance Ham - The view from NBS's window

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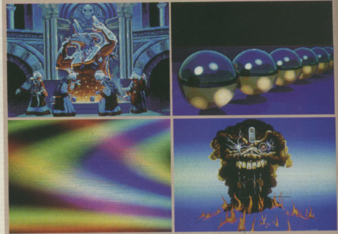
DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new on the demos circuit.

WENDY JAMES
SLIDESHOW

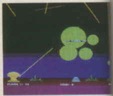
The curvaceous Wendy James features her ample assets for all to gawp at in this accomplished slideshow which, fortunately, doesn't subject the voyeur to any of Transvision Vamp's taudry ditties.

★★ Seventeen Bit



DEMOMANIA After a barren couple of months, a stackful of megademos have been released recently. Unfortunately, none of them offer anything particularly new or inspired. The pick of the bunch include a new demo from Phenomena, which features an effective Time Tunnel effect with a variety of vector objects flying towards you, and two from French group, The Devils. Their first offering, *Labyrinth*, features a vector ball Star Trek Enterprise viewed from 3 angles simultaneously as well as 3D fractals and fractal 'trees'. The other disk, *No Reality*, has the usual mix of plasma effects and solid vectors and a particularly stunning real lightsourced fractal landscape. Another notable megademo is a 26-minute long Anarchy effort which has a brilliant druid-like intro screen, but fails to inspire. *All available from PD Soft*

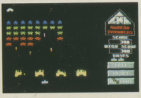
CLONE ZONE



Here's a blast-from-the-past compilation featuring 41 top-notch games, including many belting coin-op clones, crammed onto two-disks. Among the gems on offer are versions of *Space Invaders, Asteroids, Missile Command, Quix, Tripppin, Jumper, Tiles, Deathbringers in Space, Egyptian Run* and *Breakout* to name but a few. This bumper bundle of fun has been put together by the people who bring you the Scanner disk magazine and is definitely worth a look. If you're new to the Amiga, this pack is certainly as good a place as any to start building up your games collection.

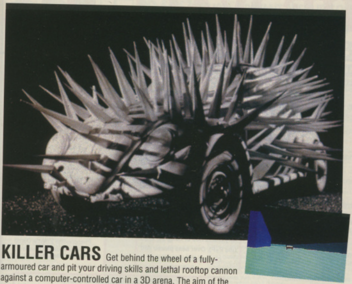
Telescan Computer Services, Disk Humdinger,

★★★★



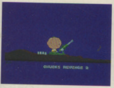
SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.
ADS PD: 7 Park Crescent, Worthing, W Sussex BN11 4AH.
Amiganuts: 169 Dale Valley Road, Hollybrook, Southampton.
Deja Vu: 25 Park Road, Wigan, WN6 7AA
G&S PD: 46 Weller Drive, Camberley, Surrey, GU15 2YA.
NBS: 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH.
Off the Wall PD, 96 Macor Street, Newport, Gwent, NP9 0GW
PD Soft : 1 Bryant Avenue, Southend - On -Sea, Essex SS1 2YD.
Strictly PD: 11 York Place, Braidon, Bristol BS1 5UT.
Seventeen Bit: PO Box 97, Wakefield, WF1 1XX.
Softville, Unit 5, Stratfield Park, Electra Avenue, Waterlooville, Hants, PO7 7XN.
Vally PD: PO Box 15, Peterlee, Co Durham.
Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.



KILLER CARS

Get behind the wheel of a fully-armoured car and pit your driving skills and lethal rooftop cannon against a computer-controlled car in a 3D arena. The aim of the game is to chase after the enemy car and repeatedly blast away until its armour is completely destroyed or you run out of time. The best thing about the game, though, is that it can be linked up to another Amiga with a null modem cable so that a friend can take charge of the other car and attempt to do to you what you would do unto him. ★★★ NBS



CHUCK UP

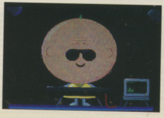
More Classy Animations 5 features yet more animated adventures of Steve Packer's bubble-headed cartoon character, Chuck. This time around Steve takes the mick out of Eric Schwartz's Stealth Fighter as Chuck blows the plane out of the sky and ceremoniously ducks Chuck into a vat full of acid. Could this be the end of the little guy? Methinks not. ★★★ NBS

BAD TIMES

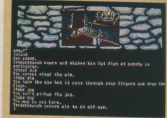
The Bad Boyz have yet another cool dance track out at the moment. *Mind of Kane* features a blistering acid track coupled with a half-brite animation of a raver thrashing about in time to the bass. It's only a three-frame loop, but effective none the less. ★★★ NBS

HARDCORE CHUCK

Here's another of Steve Packer's classy anims, this time featuring Chuck as a disk-spinning acid-head strutting his stuff to the latest dance hit, namely the Utah Saint's 'What can you do for me?'. Weird. ★★★★★ NBS



DEMO OF THE MONTH



```
away!"
>stand
You stand.
Tenderpaunch roars and shakes his fat fist at nobody in
particular.
>steal ale
You cannot steal the ale.
>take ale
You take the ale but it runs through your fingers and over the
floor.
>take jug
You can't pickup the jug.
>take mug
The mug is not here.
Tenderpaunch serves ale to an old man.
>
```

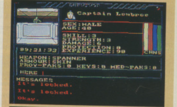
THE SURVIVAL GAME

Not content with releasing one top quality PD game, Dylan Thomas, AKA The Demon, has come up with two of 'em. *Midnight Thief* is a graphic adventure in which you play the role of a professional thief out for all he can get. The game begins in the Iron Bucket pub where you're guzzling a pint of the local killer brew. A mysterious newcomer known only as the Harlequin wants to hire your services on what will be a particularly dangerous and hazardous mission. Full of cut-throat villains and double-crossing rogues, the game's a finely-crafted affair stuffed full of dodgy characters and even dodgier jokes.

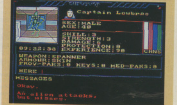
Thomas' other offering, *Survivor*, is a sci-fi RPG. A hostile alien force has boarded an orbital space station and wiped out all the crew. All, that is, except yourself who managed to sleep through the whole affair and emerged to find your friends and colleagues reduced to a gooey heap of blood and guts. Now it's up to you to travel through the ship blasting the alien slime and destroying their hatcheries.

There are a variety of characters to choose from, each with their own strengths and weaknesses. As the game progresses, you become more capable at combat and defense and thus more able to take out the marauding aliens. Armour ranges from leather suits (hmmmm, nice!) to titanium exo-skeletons with suitable armaments to collect.

Both games are superb with well-thought out scenarios, and are definitely two of the best games currently available on PD. ★★★★★ Strictly PD



```
Captain Lowbroe
SEX:MALE
AGE:48
SKILL:3
STRENGTH:3
DAMAGE:6
PROTECTION:8
89:21:32 EXPERIENCE:98          CHNS
WEAPON:SPANNER
ARMOUR:SKIN
PROV-PAKS:8 KEYS:8 MED-PAKS:8
HERE
MESSAGES
It's locked.
It's locked.
Okay.
```



```
Captain Lowbroe
SEX:MALE
AGE:48
SKILL:3
STRENGTH:3
DAMAGE:6
PROTECTION:8
89:22:38 EXPERIENCE:98          CHNS
WEAPON:SPANNER
ARMOUR:SKIN
PROV-PAKS:8 KEYS:8 MED-PAKS:8
HERE
MESSAGES
Okay.
An alien attacks,
but misses.
```

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2. VECTORBALLS EDITOR
3. KGB MEGADEMO (2 DISKS)
4. N.B.S SPEEDBENCH
5. 'FLASH' QUEEN (2 DISKS)
6. POPEYE MEETS BEACHBOYS
7. RSI DEMO MAKER
8. ASSASINS VI UTILS
9. 'SIMPSONS' BY DECAY
10. PHENOMENA'S ENIGMA DEMO

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V029 HOUSE HOLD INVENTORY means of maintaining HH possessions
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V085 THE RED SECTOR INC DEMO CREATOR This is the best Demo creator
V086 VIDEO PRODUCTION (2) Both Packed with video & genlock utilities
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V215 DISKMASTER V3.2 Copys files from one disk to another. **DISKSALV**
V216 SPECTRUM EMULATOR V 1.0 Includes Games, some classics.
V218 VIRUS MURDERER & ZERO VIRUS Kills & Protects all of your disks.
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V259 MED v3.11b Brand new version & includes *Med* songs **(2)**
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V262 NEW DISK COPIERS: Super Duper,Turbo copy, Sanity copy & PCopy
V263 DRAWMAP3D V3.2b Generate flat Globes, Orbital & *Mercator* Pictures of the Earth. Reviewed in Amiga Format
V264 PDS Vol8: VIRUS KILLERS, Big Brother,Berserker,Zero Virus & NoVirus.
V266 FLETCHER UTLS 1: CONVMACF Convert Mac fonts to the Amiga. **POST** Post Script Interpeter both Excellent
V267 FRACTALS V2.1 Fractal Generator that generates various different Style
V273 FRACTAL CONSTRUCTION SET used to generate various fractals
V274 DICE C SYSTEM (2) Dillons Inter-grated Enviroment system. V2.06.15
V276 DISKPRINT V2.7 Prints labels for 3.5 disks, Primarily for small PD Library
V277 FORTRAN -77 V1.3c Compiler, linker & run time support library. F470
V278 MANDELPANG MandelBrot Platter. This is the latest update
V279 CROSSWORD CREATOR A program that creates crosswards. NEW UPDATED VERSION.
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V285 EDUCATIONAL:TYPING TUTOR A Simple tutor which measures speed.
V286 DKB RAY TRACING PROGRAM New Tracer with excellent Effects (3)
V289 SMAN MANDALBROT Another new updated Fractal generating prog.
V292 CHEQUE BOOK ACCOUNTANT Excellent way to keep track of Cheques
V293 NCOMM The communication package that you will need if you use a modem.

MORE UTILITIES

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V295 C64 EMULATOR Helps to assist C64 users upgrading to the Amiga.
V298 NORTH C V1.3 (2) Unpacked Version of the best c programming prg
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V325 SOUND TRACKER CONVERTER Converts music modules in executables.
V328 ATCOPY-E Copies from one side of your bridge board to the other (Amiga-2-PC)
V329 MESSY SID Converts/Transfers Amiga Text over on to IBM Pc Disks, & back.
V330 RED SECTOR INC EXTRA DISKS (2) Inc instructions,Extra Bobs & utilities.
V332 AMIGA PUNT PROGRAM Horse racing prediction programfor .
V333 KING JAMES VERSION OF THE BIBLE Packed on four amiga disks **(4)**
V338 TRANSFORMER V3.3 Latest version of the IBM Emulator disk.
V339 SPECTRUM EMULATOR DATA DISK 1: Adventure Classics needs v216
V340 RED SECTOR INC: VECTOR EDITOR requires v85 to use the vectors
V341 CLIP ART COLLECTION 2: Eight more disks totaly packed. **(8 Disks)**
V349 SID (V1.06) Translates Atari ST & IBM Text files to the Amiga computer
V350 BUSINESS CARD MAKER Design your own Business cards on the Amiga
V351 SUPERBENCH WORKBENCH Replaces your original workbench disk
V352 RADISH HOUSE MUSIC SAMLES III & EMF SAMPLES More Sampled sounds **(2)**
V354 PDS UTIL'S:13 FREECOPY, VMK, DISK CAT-ALOGUE PROG, SCENERY, NUKE SADAM :Kills that new virus **& VCv5.26** The best for HD
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V361 PDS UTIL'S:14 Mod Converter, New Noide tracker player, **Latst multi player** also some modules & instruments . incs some s.code
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V366 600 BUSINESS LETTERS pre-writen for you to use or insert into your own letters or text.
V368 (ST-48/52) NEW INSTRUMENT DISKS Another five disks of excellent samples **(5)**
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V389 QUICKBENCH Loads as workbech & your machine resets workbench reapears.
V390 DESK TOP PUBLISHING PROGRAM Yes the first Amiga DTP package on the public domain market. Now comes with english instrustions Inc graphics & Text editor.
V391 THE SUPER KILLERS BOOT-X VIRUS KILLER DISK This disk kills more virus than any other virus killer. It now kills over 194 Known virus's & may be more oly time can tell.
V392AMICASH The best bankin program that i have ever used on the amiga. easy controlls.
V393 PDS UTL No 15: Boot Games, BootPic, Paulcopy, Screen Ripper and Trainer maker.
V394 CHEMESTETIC This program will draw molecules which can loaded into Dpaint .
V395 UEDIT V2.6h The latest version with updated featues. Excellent Word processor.
V396 PDS UTL No 16: Dataeasy, Excellent Database loadable from Wb. Landscapde The cad drawing program. ZShell replaces CLI.
V397 MANDELBROT ADVENTURE KIT Excellent Mandelbrot generator program. full s.code inc.
V398 MED MUSIC MODULES No 2 Use med
V400 RAY TRACER CONSTRUCTION KIT Anonther ray tracer for the amiga computer.
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1420 DTRIS Played Tetris Well, This is the best version to Date (With 2 Player option)
1454 MEGA BALL (THE BEST ARKANOID GAME,Better that any Full Price Games).
1534 THE HOLY GRAIL Text adventure simular in styleto the inforgam games.
1561 TRITWIS This is the best version of Tetris on the amiga with a 3 play option.
1580 NETHACK A fantasy game in which your goal is to retrieve the Amulet (2,2D)
1622 LORE OF CONQUEST War game simular in concept to the game RISK.
1664 THE CASTLE ADVENTURE Excellent new Text adventure simular to the infocom
1665 BATTLE FORCE ROLE PLAYING Fight in robot form within this excellent game.
1695 NAPOLENIC WAR SIMULATOR Excellent program sent direct by the author.
1707 IMPERIUM Another excellent strategy game based apon Roman time.
1735 ASTERIODS 'THE ORIGINAL' Another old classic. Remember that Classic.
1747 LLAMATRON GAME 2001 By Jeff Minter Briliant stuff & Excellent production
1749 SCRAMBLE 'The Original'Remember that old classic well is now on the Amiga.
1769 SKATE TRIBE Skate board game simular in style to skate or die. Excellent.
1795 GAMES Vol1: Sky Fight, Larn, Jackland, Bouncer, Blue Moon, Welltrix & Kap-Othello.
1796 GAMES Vol2: Drip, Bally, Amoeba, Tron, Chess II, Tiles, Daleks, Yahzee & Stepz
1797 GAMES Vol3: Asteriods, gravity Wars, Ping Pong, Orbit3D, MiniBlast & Gravattack.
1798 GAMES Vol4: Car, EgyptianRun, game Cheats, *Mr* munk, Mutants & Backgammon
1799 GAMES Vol5: RollOn, , Cat&mouse, SYS, Cosmo, *Mazeman*,DAD & Pharaoh.
1800 GAMES Vol6: jumpy, King, Raps, CRobots, Death, Breakout, ATC & Tiny.
1801 ASSASSINS GAMES Vol1: Tanx, Roller pede, Amigoids & Cave Runner (Boulder dash)
1802 ASSASSINS GAMES Vol2: Girl Action (Space invaiders), Missile Comand, invaiders, Batty II, Maze game & Think Ahead.
1816 SUPER TWINTRIS The final version is here. Totally playable & all levels complete.
1818 RAPHAELS REVENGE The only Pd beat em up game with an armed Teenage Turtle.
1870 PATIENCE'S & DOMINOS The famous card game, this is the best version to date.
1964 AMIGA COLUMNS Famous convertsion of the original game columns. Tetris variant
1974 ASSASSINS Vol.4 Jumper, Gomoku, Jumpy, Turbo Duel and Kwndine.
1975 ASSASSINS Vol.5 GoLonly,RetaliatorRaid.
1977 POM POM GUNNER Shoot down the incoming world wor II air planes.
1981 TRUCKIN ON See Format 26 for review (2)
1984 AIR WARRIOR The first real flight simul-ator on the amiga with various Air planes to Fly

AMOS PD

APD146 FRUIT MACHINE SIMULATOR
APD151 UNDERSTANDING AMOS The Amos Tutorial Program Disk, A must
APD163 THE SAMPLE EDITOR V1.2
APD176 AMOS DATABASE MASTER
APD190 BLACK BELT KARATE GAME
APD198 BOMBS FROM BAGDAD
APD200 DUNGEON MASTER SHELL
APD215 FRACTAL WORKSHOP
APD221 AMOS BINGO GAME
APD241 AMOS ART BACKGROUND & C. ART
APD244 SLIDESHOW CREATOR PROGRAM
APD245 SKEET SHOOTING & LIGHT CYCLES
APD249 JANET JACKSON RHYTHM NATION
APD252 WAR SIMULATOR GAME
APD254 AMOS PACKMAN & BATTLE
APD256 SOUND BLASTER & SPRITE VIEWER
APD257 DELUXE CASSETTE PROGRAM
APD258 GOLDRICK Platform and ladders
APD265 TIME DEMO Star fields and music
APD266 AMOS 3D buy this demo first.
APD268 YOGHURT BOY THE GAME
APD269 SKETCH-A-TUNE MUSIC CREATOR
APD271 WIZARDS DOMAIN GAME
APD273 WASTERPAINT & MANDELMASTER
APD277 BATTLE PONG Shufflepuck cafe game
APD278 TONY'S GLIDE GAME Includes s.code
APD279 FONT DISPLAY PROGRAM & FONTS
APD282 DR STRANGE MUSIC SELECTION (2)
APD286 TRON BRAINS THEME
APD287 PALETTE PLASTER V1.1
APD291 STRUCTURED INSANITY
APD292 THE WAR OF THE FOUR DEMO
APD293 GRAND PRIX SIMULATOR GAME
APD294 BORN TO BE FREE

DEMO DISKS

664 BUDBRAIN MEGA DEMO (2)
1002 BUDBRAIN II MEGA DEMO II
1441 THE PLASMUTEX 1991 by The flame Arrows. *Madonna Music* & some excellent graphical effects
1471 ACES OF THE SKY Agatron:35 The latest animation of two planes (*)
1532 ALIENATION AURAL ECTACY
1547 JETSET 'OVERLOAD' The MTV Braun European Music disk selection
1578 GLOBAL TRASH BY SILENTS A Truly superb interactive demo. One of the best.
1586 PAPA DON'T PREACH Excellent sampled Madonna music. Excellent disk.
1592 ITS ON YOU BY MC SAR This is the best house music (2,2D)
1618 KGB MEGA DEMO This disk is totaly brilliant & realy well presented. (2)
1625 INDIANA JONES & THE LAST CRUSADE The Hi-Res Slide show **(2)**
1629 THE SIMPSONS Animation. By Decay, Totaly excellent disk.* double anims here
1669 MADONNA (2) Shes back with more excellent pictures colour pictures.
1671 MAGICIAN ANIM VERSION * 2 Anothr Excellent ray traced Animtion. recommend
1698 REINCARNATION OF SGT (2) PEPPER Freaky colourful graphics. Reviewed in AF26
1713 PLAGUE OF DOOM The Ultimate Music selection collection disks (2)
1715 SINKING DEMAND/VECTOR is a cool looking mega demo with colourful effects
1720 MANIC RAVES BY EMDLESS PIRACY Excellent hard hitting tracks (2 disks)
1727 THE ZEUS MEGA DEMO DISK
1728 MYSTICAL TUNES BY VERICAL Superb choice of music tracks for you to listern too.
1729 NO TECH BY BASS: Loud music and animating effects. very good disk indeed.
1736 MADONNA Slideshow III another Madonna slide show packed on 3 disks (3)
1740 DRUMS & PIPES Music collection high Quility sound not to be missed.
1741 KLF MUSIC DISK Sator presents this great music disk production disk.
1746 ANARCHY INSPIRATION IS NONE Latest & the best ever mega demo from one of the best Amiga demo groups. Inc Anim
1748 SILENTS MEGA DEMO CALLED ICE This is there latest mega demos & is totaly stunning.Totaly Excellent Thanks Silents.
1762 TERMINATOR II SLIDE SHOW There's some excellent pictures from the film **(2)**
1764 PURE METAL CODERS Another mega demo with more excellent effects & music.
1767 GOLDFIRE ULTIMATE FX There's some excellent demos lately & here's another.
1768 DARKNESS MEGA DEMO II Another well done mega demo disk. Excellent disk.
1812 ALIEN BLIP MOVIE (2) ???
1843 MADONNA VOGUE MUSIC (4) The full madonnsingle on computer disks.
1854 WRESTLEMANIA VII (2) All the Stars of the WWF battle it out on computer disks.
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1858 LIFE OF BRIAN SLIDESHOW The mad & wacky group are back with more pictures.
1866 SEGA ADVERT REMIX Very funny sample of a remixed Sega advert,
1867 THE KLF EXTERNAL STEREO REMIX One of the better house music disks. Stereo
1892 SYNTHETIC POWER BY CAVE an Excellent music production disk.
1893 JAMES BOND 007 MUSIC DISK
1896 HORROR MANIA Music production (3)
1905 OBLIQUE INFINITY BY GOLDFIRE The latest excellent,Gold fire mega demo .
1917 THE WOMAN IN RED ANIMATION DISK *
11920 THE VECTOR DANCE II *More* excellent Vectors direct from The Grioup Cult.
1923 DREAM MUSIC II BY PHENOMENA
1924 MELTED EXPERIENCE BY TET There first big production Excellent *Music* mega demo.
1929 METAL MELISSA BY THE ANIMATORS Not the normal mega demo, Very good
1934 OPERATION METALSTORM MUSIC
1935 PIXEL NATION BY DEFJAM This is the latest Defjam production. worth a good look.
1947 THE NEW SILENTS PRESENT THE FRANCE DEMO This is our demo of the month AND THIS DISK IS TOTALY EXCELLENT. Recomended by us.
1950 R-TYPE II PLAYABLE PREVIEW
1951 CRYSTAL SYMPHONIES BY PHENOMENA Anonther excellent production, recomended.
1952 THE VOYAGE BY TFF
1956 THE CONGAMAN & THE WINDMILL
1957 THE ALPHA OMEGA The Pure *Metal* coders present this live and direct from CNN
1958 THE VISTA FRACTAL DEMO DISK
1976 DIGITAL INNOVATION BY ANARCHY Another classic mega demo from the Anarchy production live. Do'nt be surpriced to this in AF or CU Amiga. TOTALY EXCELLENT PRODUCTION.

BRAND NEW DEMOS

1978 JELI KARATE PLAYABLE PREVIEW
1980 VIRTAL WORLD MEGA DEMO
1983 ENCYCZ MUSIC DISK COLLECTION No 1
1985 THE FHING BY THE REBALS This is the latest Rebals Production and is excellent.
1986 ANONY PREVIEW BY PSYGNOSIS
1987 DEVILS MEGA DEMO DISK CALLED NO REALITY Loads of sections and excellent music.
1988 RAY OF HOPE II MEGA DEMO This is one of the best graphical mega demos we have seen he at PD-Soft. **DEMO OF THE MONTH.**

S.M.A.U.G PD

SMAUG25 ACHILLES ANIM *
SMAUG70 BUBBLES ANIM *
SMAUG90 HARRIER ANIM *
SMAUG103 MARILYN ANIM *
SMAUG104 EXPLORE ANIM BY DR.GRAPHICS
SMAUG132 COMING SOON ANIM *
SMAUG135 MARS ANIM *
SMAUG136 TWILIGHT ANIM *
SMAUG142 MONKEY ANIM *
SMAUG146 DR. ZORB ANIM (2) *
SMAUG149 MORIA V3.0 Excellent role playing game with new improved graphics.
SMAUG158 ARNIE ANIM *
SMAUG159 CONGA MAN & GUMS ANIM *
SMAUG166 WALKER ANIM *
SMAUG167 WALKER ANIM II *
SMAUG175 LUXO TEENAGER ANIM *
SMAUG200 ORBITER ANIM *
SMAUG212 RAMBO ANIM *
SMAUG213 HOOP ANIM *
SMAUG215 REMOTE ANIM *

ERIC SCHWARTZ

F423 Miss 'A' Sele Pogo Animation
0981 Stealty manoeuvres II & Flyby.
1034 At The *Movies* Animation (1Mb)
1085 Swis Army on *Manoeuvres* (1Mb)
1582 Amy vs The Walker Animation
1609 Three more Stealthy Manoeuvre
1700 Anti Lemmins Animation Requires 2Mb (2 Disks both unarced).
1702 The Dating Game Animation Requires 3Mb (2 Disks both unarced).
1794 VTol Contest. fetures a helicopter and the stealty jet plane. Hell try to keepup.
1842 The Shuttle cock Animation (1Mb)
1850 Late Night & The Terminal Anims.

STAR TREK SELECTION

0186 The Enterprice leaving dock & NCC 1860 Reliant, NCC 1701 Enterprice 1 Animations (2) *
1029 The USS Enterprise Animation (1Mb)
1030 The Bird of Prey Animation (1Mb)
1031 The Fleet *Maneuver* Animation
1032 The Wraith of Khan Animation
1033 The Approaching Star Trek (1Mb)
1060 Star Trek The Next Generation game by Terry A. Mc Intosh. version 1.47 requires 1Mb.
1081 The Ultimate Star Trek Game by Tobias Richter. version 1.0, requires 1Mb & (2) disks
1107 Star Treking Song (2,2DD)
1254 Star Trek The Shoot m Up game
1465 NCC Worker Bee Star Trek Anim*
1469 NCC-1701 Enterprice & NCC-1864 Reliant *
1696 The Star Trek trivia quiz game
1835 The New Star Trek Game (1Mb)
1835 Star Trek (1Mb) The whole game on 1 disk
SMAUG120 The Star Trek the game by Eric Gustafson US inport reqires 1Mb and (2) disks
SMAUG156 The Star Trek the game by Jimbo Barbers American version 1Mb and (3) disks

EXTRA BITS

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L8 - LIZZYS FUNTIME: SHAPE, CLOCK PICTURE & KEYS, MONEY, SEASONS & MOUSE (2 DISKS) Both Have been reviewed in Amiga Format Issue 23 (June 1991) and CU Amiga. Excellent Education programs
L11 - TRON DIMENSION X (1MB) : Brilliant Light Cycles Game (1 or 2 play)
L12 - THE ULTIMATE GRABBER : 100 times better that the Amos Sprite grabber program. A must for programmers.
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L14 - CLASSROOM MATHS EDUCTIONAL PROGRAMS: various educa-tional programs for the age group 6-12. The Classroom, Liftoff, Rescue, and Goal. Reviewed in CU Amiga SEPT/91 Page 145.
L15 - SPACE BLOB II THE CRYSTAL CAVERNS : Excellent follow up to Space Blob aimed at the same age range 4 upwards collect items while traveling through the various caverns.. Requires 1Mb of memmory to load
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PDU 118 Various CLI utils
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PDU 151 Fixdisk-disk repairer
PDU 164 Games Music Creator
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PDU 169 QuickBase-Database
PDU 185 ANC22 (Excellent utils)
PDU 186 Falcon Bootblock Creator
PDU 194 Pman Virus Killer
PDU 200 Virus Killer Pro V2.0
PDU 207 Perfect Sound V1.93
PDU 257 Fish#349 MED V 3.00
PDU 262 MED Modules
PDU 318 Red sector demo maker
PDU 349 Master virus killer V 2.1
PDU 358 Tetracopy

DEMOS

PDD 1 Anarchy Demo
PDD 4 Deathstar Megademo(2 disks)
PDD 7 Elvira Demo
PDD 14 RAF Megademo(2 disks)
PDD 16 Robocop Demo
PDD 20 SAE Demo#25
PDD 21 SAE Demo#32
PDD 31 Anarchy"Ooh its obscene III"
PDD 51 Hacktrick#1 Arsewipe
PDD 52 Hacktrick#2Smashing day out
PDD 55 Kefrens Megademo 8(2 disks)
PDD 62 Northstar Megademo#2
PDD 70 Rebels Megademo
PDD 72 Red Sector Demodisk#4
PDD 73 SAE Demos#23
PDD 74 SAE Demos#36
PDD 75 Scoopex Demos
PDD 76 Scoopex Megademo
PDD 91 Trilogy Megademo#1
PDD 94 Vortex Megademo
PDD 96 Magnetic Fields Demo#36
PDD 97 Predators Megademo(2 disks)
PDD 107 Budbrain I (2 disks)
PDD 115 Magnetic Fields Demo#40
PDD 116 Magnetic Fields Demo#41
PDD 130 Chubby Brown
PDD 131 Crionics Demo
PDD 132 Giants Megademo(2 disks)
PDD 134 Magnetic Fields Demo#45
PDD 145 SAE Demo#31
PDD 152 Flash"No Brain No Pain"(2)
PDD 153 Billy Connally Demo(2 disks)
PDD 160 Hacktrick"Rave-on"
PDD 177 Budbrain II
PDD 179 Crionics Total Destruction
PDD 186 Flash Demos#2
PPD 209 Rutger Demodisk
PDD 212 Space Pack#32

ANIMATION

PDA 9 Knight Animation(1 meg)
PDA 12 Agatron Star Trek Anims 2
PDA 13 Agatron Star Trek Anims 17
PDA 14 Puggs in Space
PDA 18 Miller Lite Advert
PDA 31 Nude Girls Anim
PDA 34 Basketball Anim
PDA 35 BFPO Slideshow(18+)
PDA 36 BFPO Slideshow#2(18+)
PDA 41 Digiviewer Slideshow
PDA 42 Dragons Lair Demo
PDA 45 Monocycle & Sportscar(1 meg)
PDA 47 Holsten Pils Advert
PDA 49 Mayfair Vol.23 no3(18+)
PDA 50 Mega Clean Show V1.7
PDA 54 NASA Graphics
PDA 56 Newtek Demoreel1(2)(1meg)
PDA 57 Newtek Demoreel3(2)(1meg)
PDA 56 Newtek Demoreel1(2)(1meg)
PDA 57 Newtek Demoreel3(2)(1meg)
PDA 58 Paradise Slideshow
PDA 61 Sabrina
PDA 63 Space Anims(1 meg)
PDA 65 Star Trek Anims
PDA 68 Walker Demo1 (1 meg)
PDA 69 Walker Demo1 (2meg,2disks)
PDA 70 Walker Demo2(1 meg)
PDA 73 Westcoast Cracker#4(18+)
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PDA 75 Bodeans Bordello#4(18+)
PDA 76 Playboy(18+)
PDA 77 Sam Fox(18+)
PDA 78 Utopia#1(18+)
PDA 79 The Final Ecstacy#1(18+)
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PDA 110 Bruce Lee Enter the Dragon
PDA 11 Bruce Lee Slideshow II
PDA 112 Dragons Lair II Demo
PDA114 Neighbours Slideshow
PDA 116 Terminator

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PDM 5 MFI'Electric CLI IV'
PDM 6 Winkers song(2 disks)
PDM 9 Ride on time & Batdance
PDM 19 Bad-M.Jackson
PDM 20 Bat Dance
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PDM 28 Enemies Music III
PDM 30 Digital Concert II
PDM 31 Digital Concert III
PDM 33 Helloween'Follow the Sign'(2)
PDM 35 Think were alone now-Tiffany
PDM 36 Land of Confusion-Genesis
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PDM 40 MFI Vangelis Demo
PDM 65 Digital Concert IV
PDM 72 Popeye meets the Beachboys
PDM 80 Digital Concert VI
PDM 82 Freddy Kruger
PDM 83 Kefrens Jukebox
PDM 84 Madonna-Hanky panky
PDM 85 Miami Vice-Crockets Theme
PDM 87 RIP Eruption
PDM 88 Slab Music
PDM 91 100 Most Remembered C64 tunes
PDM 95 Hi-Fi Demo
PDM 104 BassX#5 Power Remix
PDM 105 BassX#6 Sydney Youngblood
PDM 106 Betty Boo
PDM 109 Depeche Mode
PDM 110 DMOB Music I
PDM 111 DMOB Music II
PDM 112 DMOB Music IV(2 disks)
PDM 117 Flash Gordan (2 disks)
PDM 118 Hacktrick 'Loadsamoney'
PDM 120 Laurel & Hardy (2 disks)
PDM 128 NASP V2.0
PDM 131 Petshop Boys Remix#1
PDM 132 Petshop Boys Remix#2

GAMES

PDG 1 Star Trek-Final Frontier(2 disks)
PDG 2 Star trek (3 disks,2 drives)
PDG 5 Card & Board Games
PDG 18 Marble Slide
PDG 19 Destination Moonbase
PDG 21 Boing the Game (2 disks)
PDG 26 Treasure Search
PDG 31 Moria
PDG 32 Legend of Farghail
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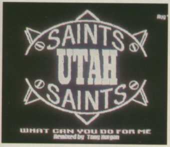
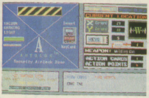


SAINTS ALIVE

The top-ten smash from the Utah Saints, 'What can you do for me', now looks set to replicate its success on the PD circuit with a special remix version by Tony Horga. The original record caused quite a stir because of its sample of the Eurythmic's 'There must be an Angel'. RCA, the Eurythmic's record label were none too pleased and set their legal boffins on Utah in an attempt to stop the record from being released. However, when the Eurythmics Dave Stewart heard the song he was mighty impressed and told RCA to let the record pass. So now you know.
★★ Seventeen Bit

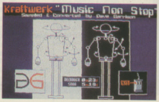
DEATH BY CHAINSAW

A one or two-player game, *Chainsaw Death* involves either helping a member of the gentle Meep race escape the clutches of the evil and robotic Chronia race, or stopping his dash for freedom by taking on the persona of a Chronia guard. The game is packed with grenade launchers, lasers, armour piercing rifles and stacks of other weaponry to make your task that bit easier. Written in AMOS, it's a classy RPG with all the usual action and movement points as well as bizarre-looking robots modelled on household tools such as a Black & Decker drill and chainsaw. ★★★ Strictly PD



NON-STOP MUSIC

Fans of German electronic funsters, Kraftwerk, could do worse than pick up a copy of *Uranus II* which features a remix of the group's music as well as several other tracks for your money. Oh, and for fact fans, the moons around Uranus are named after characters in Shakespeare's A Midsummer Nights Dream. So there. ★★★ PD Soft


Kraftwerk "Music Non Stop"
Sampled & Converted by Dave Garrison
DG
EXIT

CRYSTAL
SYMPHONIES

THREE IN ONE

Three of the top demo teams, Phenomena, Scoopex and Rebels, have combined their talents to come up with a rather smart music disk called Crystal Symphonies. There are nine tracks in all and most offer a refreshing change of pace to the usual thumping beats and electronic harshness of contemporary offerings. Listen out for some great piano sounds in Jazzy Nork and the lilting Salsa sounds of La vie set rose. ★★★ PD Soft

MAKING A SPLASH

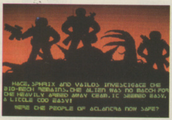
Steve Packer is a name which should be familiar to anyone who's bought one of his many Chuck animation disks. Leaving the titular titan behind, Steve has turned his hand to producing an animated sci-fi story. The disk begins with the Signus-One spacecraft travelling through deep space when the crew receive a distress call from Aqualash, an eerie water planet. A huge bio-mech creature is threatening the underwater inhabitants of Atlantis, a small sealed city, and it's up to our three chisel-jawed heroes to track the monster to its lair and pump it full of lead. There's only a small amount of animation involved in what's really a highly-polished graphic slideshow, but it's the 1950s B-movie undertone that lends the disk its charm. ★★★★★ NBS

PDTOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1 Cubulus **G**
2 Survivor **G**
3 WWF Slideshow**M**
4 Crusaders Euronews **M**
5 Assassins 5 **G**
6 WWF Slideshow **M**
7 Midnight Thief **G**
8 Warzone Simulator **S**
9 Aquasplash **G**
10 Humdinger 41 **G**

Compiled by JACK-IN PD



HATE, SPHRIX AND VAILOS INVESTIGATE THE BIO-MECH REMAINS. THE ALIEN WAS NO MATCH FOR THE HEAVILY ARMED AWAY TEAM. IT SEEMED EASY. A LITTLE TOO EASY!
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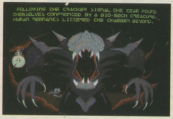
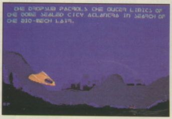


FOLLOWING THE TRACKER SIGNAL THE TEAM FOUND THEMSELVES CONFRONTED BY A BIO-MECH CREATURE. HUMAN REMNANTS LITTERED THE CHAMBER BEYOND.



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G037 ...Twintris / 2 player Tetris
G042 ...2 Player Soccer league
G044 ...Chess / superb version
G048 ...Seven Tiles / Speedball game
G049 ...Eat Mine / Emerald Mine game
G051 ...Frantic Freddie / Arcade game
G052 ...Pipeline / Pipemania game
G059 ...Wheel of Fortune / TV Quiz Game
G060 ...Quizmaster V1.0 / A. Chetham
G061 ...Property Market / Trading game
G063 ...Paranoid / Breakout game
G064 ...Game Cheats / Codes + Solutions
G066 ...ST Bash / Shoot em up
G067 ...Mental Image Game Disk 1
G068 ...Casino games / Compilation
G069 ...Space Games / 8 games
G070 ...Mayhem / Shoot em up
G071 ...Castle of Doom / Adventure
G072 ...Speccy Emulator & Games
G073 ...Megaball / Breakout game
G074 ...Adventure Writer
G076 ...Star Trek. Shoot - Em - Up
G077 ...Simpsons. Shoot -Em -Up
G078 ...Balloonacy / Arcade (1MB)
G079 ...Wizzy's Quest / Arcade (1 MB)
G080 ...Popeye LCD Game
G081 ...Cubulus / 'Rubic' Type Puzzle Game
G082 ...Downhill Challenge / Ski-ing Game
G083 ...Destination Moonbase / Luner Lander Game
G084 ...Fruit Machine Simulator / AMOS PD
G086 ...Pair - It / AMOS PD (1MB)
G087 ...Jeopardy / Risk Style Game (1 MB)
G088 ...Master Of The Town / Target Practice

MUSIC

M002 ...Groove is in the Heart
M038 ...100 C64 tunes
M040 ...Simpsons Do The Bartman. 3 disks
M033 ...808 State remixes
M071 ...D Mob music 2
M088 ...Madonna Spanky
M016 ...Feel the Rhythm
M017 ...Technotronic Mega Mix
M021 ...Pet Shop Boys - Suburbia
M076 ...Synth Music 6/3 Tunes inc Oxygens
M025 ...Digital Concert 3
M028 ...Digital Concert 6
M042 ...Betty Boo 2 disks
M044 ...Miami Vice Remix
M067 ...Madonna Vogue - music
M062 ...Phenomena Music 1/18 wicked tunes
M080 ...Janet Jackson / Rhythm Nation 1814
M085 ...Amazing Tunes 2 / 3 Disks (1 MB)
M089 ...Computer Game Music Disk / Compilation

SOUND

S001 ....Sound Tracker, Music programme. needs ST01
S003 ....Games music creator
S004 ....Med music programme V3.0
ST01 ...Instrument disk for Sound Tracker
S005 ....Pro Tracker 1.1B / Music editor 2 disks
S006 ....Med V3.11 (1 MB only)

DEMOS

A288 ....Bart Simpson demo / decay
A296 ....phenomina Enigma Demo
A304 ....Amy v's Walker / E. Schwartz, 1 Meg
A329 ....Sickness Simulator / Hilarious !
A331 ....Anti - Lemmings Demo / 2 disks, 2 Meg
A334 ....Batman The Movie / E. Schwartz, 1 Meg
A336 ....Shuttle -Cock Anim / E. Schwartz, 1 Meg
A338 ....Mr Potato Head 2 / Chris Hill (1 MB)
A342 ....Plasmutex 91 / Excellent Plasm Demo
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A350 ....Scoopex Demo Disk 165
A352 ....Trackball Animation (1 MB)

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U016 ...Master Virus Killer V2.1 Kills 124 viruses
U065 ...M-Cad. Compiler added design
U067 ...Crunchers compilation inc power pack
U070 ...D Copy backs-up protected disks (most)
U073 ...Mandlebrot PD compilation
U099 ...ABPD utility disk 30+ utils
U105 ...Messy DOS Transfer PC files
U220 ...Clipart for DTP
U109 ...Darkstar utils 3 / compilation
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D119)	The Link Megademo
D122)	Ghost Pool
D124)	Scoopex Seven Sins
D126)	Disney Slideshow
D128)	Sleeping bag Demo
D130)	Systme 5 Demo
D132)	Alpha Flight Megademo 2
D134)	Share and Enjoy 46
D136)	Thames TV Demo
D138)	Vision Megademo
D140)	Fast Cars Slideshow
D142)	Mobed
D145)	Kefrens Wall Demo
D147)	Beast 2 Preview
D149)	Treacl
D151)	Share and Enjoy 47
D153)	Simpsons Mini Mega (XXX)
D155)	Glass World Animation
D157)	Congaman Animation
D160)	Anarchy Scratch Pack 39
D162)	Bugs bunny Anim*
D164)	Smurf + Cokeman Anims*
D166)	Juggette Animation

UTILITIES

P02)	A68K Assembler
P04)	North C
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U024)	Red Devil Utils 4
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U033)	C-Light 1+2
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G010)	Quiz Master 2
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G014)	Tennis*
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G024)	PD Games Compilation
G026)	Movie Games
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1834 Agatron Animations 34
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654 Powerlords Power Musix 2
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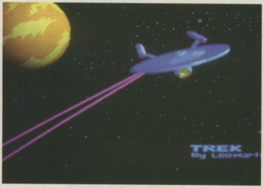
DEMOS

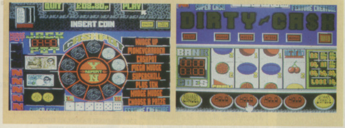
KEEP ON TREKKIN'

Leo Martin's has come up with a classy anim featuring the USS Enterprise in hot pursuit of a Klingon battlecruiser. As the Klingon ship attempts to escape by slipping into hyperspace, the Enterprise straffes the ship with its phaser banks. Short but superbly rendered, this is as good as anything Tobias Richter has done. ★★★★ Amiganuts



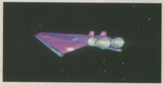
MONEY MADNESS

What Deep Thought is to computing, so *Dirty Cash* is to the humble slot machine. Written in AMOS, the game features a humungous three-screen fruit machine with enough extra features and options bolted on to keep you shovelling in the cash for a long, long time. ★★★ Deja Vu (Amosware) LPD47



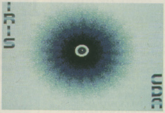
WARP DRIVE

Ha, fooled you! Bet you thought that this picture was yet another Tobias Richter animation, eh? Well, you're wrong. It is, in fact, by Leo Martin who hails from Tampa, Florida. Using Sculpt-Animate 4D, Leo has come up with a number of new disks in the last few months and all of them are to a very high standard. This one features a star-cruiser coming into view and then blasting into hyper-space. Brilliant. ★★★★ Amiganuts



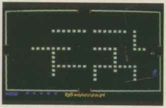
SOUNDSAROUND

CDA have come up with three new releases in recent months. The Cheshire-based group have built up a strong reputation for quality music disks and these three are no exception. All have a sci-fi feel to them and feature a variety of sampled sounds and meaty beats to please even the most weary of critics. ★★★ Seventeen Bit



RETURN TO SENDER

Here's a simple game which will keep you playing for hours. It's a two player affair which has both players facing off in a variety of maze-like arenas armed only with a deadly boomerang apiece. Once hit with a boomerang the game is effectively over. One of those games that sounds really simple, but proves to be extremely addictive and fun to play. ★★★ Seventeen Bit



ANIMATED ANTICS

The Animators, responsible for the superb Iraq/USA animation released earlier this year, have just finished their second disk. Instead of another animated story, the group have turned their hands to producing a megademo full of all the usual vector objects and scrolly messages. Unfortunately, it's not done particularly well, and I've only included it in the column to warn you not to waste your money on it! ★ PD Soft

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PD UTILITIES

Mat Broomfield reviews the newest public domain utility software.

GENESIS LANDSCAPE

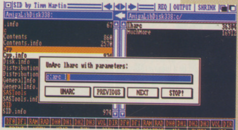
PREVIEW

There have been many fractal landscape generators, but never before has there been one as powerful or as impressive as *Genesis*. In many ways *Genesis* resembles the commercial package *Vista Pro* (reviewed July 91). It allows you to define rivers, lakes, snowlines, cliffs, land contours and mountain heights. Almost infinite levels of detail can be specified, and photo-quality landscapes can be generated. This demo allows you to experiment with every option except the save mode which has been disabled.
PD SOFT V358 ★★★★★

An example of Genesis' stunning capabilities.

SID 1.6

If you want to manipulate files or browse through a disk, then this is the utility for you. This updated version fixes all known bugs from version 1.5, and adds more options to make it even more user friendly and efficient. Directory icons can now be automatically added when using the Makedir command, and directories may be preloaded on start up.



```
.info                 67
c
Contents             860
Contents.info       2570
Cpp
Cpp.info
Disk.info
Distribution
Distribution
GeneralInfo
GeneralInfo.
SASTools
SASTools.inf
SID
SID.info             974
```

```
lharc              36304
MuchMore           16912
```

UnArc lharc with parameters:

`c:arc l`

In addition to the new features, *Sid* provides you with dozens of commands to make life easier. Commands such as copy, move, delete and makedir. For disk compilers, the bytes command is invaluable as it automatically calculates the combined size of any selected files, including any items in directories. Programmers are bound to appreciate the various hex reading and editing commands, whilst casual browsers will welcome the options to view pictures and listen to sound samples. This is THE essential Amiga utility. PD Soft V349. ★★★

IMPLODER V4.0

As more and more people discover the joys of compiling their own disks, file compression utilities such as *Power Packer* have become extremely popular. One such utility has generated a buzz of excitement on the bulletin boards recently due to its superior abilities. *Imploder* not only achieves higher compression rates than *Power Packer*, it's more intelligent in the way it works, causing less decompression/execute errors than its rival. Also on the disk is *Disk Imploder 2.27* which does for a disk, what *Imploder* does for individual files. NBS U640.
★★★★★

VIZ CLIP ART

Fans of the wacky and unfeasibly offensive Viz comic will be delighted to see this disk of clip art which contains all of their favourite characters. They range from the famous ones like Buster Gonad, Fat Slags, Johnny Fartpants, and Spoilt Bastard through to the obscure incidental characters who you'll struggle to recall. The disk comprises 19 screens containing up to ten characters each. All the images are in medium resolution, and have been drawn in black and white for use in Desk Top Publishing packages. They can also be loaded into your favourite art package and coloured in if you prefer. This is the ultimate Viz collection and has obviously been lovingly created by someone who adores the comic. Strictly PD U28
★★★

PD UTILITIES

AMIGA PUNTER

Win a million with this horse racing prediction program from Down Under. Although it has a disclaimer stating that this program is only for fun, it is clearly one of the most sophisticated racing prediction programs available. It takes into account every conceivable detail about a horse's previous performance, ranging from the obvious factors like weight, age, jockey etc to the less obvious ones such as the number of lengths it wins by, the gate it starts from, and it earnings.

Be warned, this program is going to take some time to set up, and will require hours of research to create an up to date horse data base. However, if you're serious about the nags, this could be your best bet. PD Soft v322. ★★

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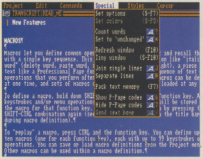

```
TRANSCRIPT:READ_ME
| New Features

MACROS¶
¶
Macros let you define common oper                            and recall th
with a single key sequence. This                             on like "itali
word" (delete word, paste word,                              ght), a piece
text like a Professional Page for                            uence of text
operations that you perform ofter                            cros can be de
at one time, and sets of macros c                            loaded at any
¶
To define a macro, hold down SHIF                            unction key. A
keystrokes and/or menu operations                            ill be stored
the macro for that function key.                             by pressing t
SHIFT-CTRL combination again (see                            the title bar
during macro definition).¶
¶
To "replay" a macro, press CTRL and the function key. You can define up
ten macros (one for each function key), each with up to 99 keystrokes o
operations. You can save or load macro definitions from the Project men
Other macros can be used within a macro definition.¶
¶
```

There are many text editors and word processors available, but few of them are designed for tasks more specific than their names imply. *Transcript* is designed specifically for editing larger documents such as manuscripts, magazines, dissertations etc. Usually when editing documents of this scale, there is a loss of speed, either in editing or entering text. *Transcript* suffers no such problems, and has even been designed to multi-task with desk top publishing packages such as Pro Page. In terms of user friendliness it's ok, but I must admit it felt rather unsophisticated in terms of presentation, STRICTLY PD. ★★★★★

LAST HOPE

If you've ever had the misfortune to delete files that you meant to keep, or have lost files due to disk corruption, validator errors etc, this really could be a lifesaver. *Last Hope* is probably the definitive disk file recovery system. Not only does it recover standard files, but it even attempts to rescue files that don't have a header, or which have a corrupted header.

It's Portuguese author suggests that you treat this as your last line of defence before giving up on a disk. He also offers this valuable advice when trying to recover files; 'Never use *Disk Doctor* because it tries to repair files back onto the same disk. This means that if it fails, it will have rendered the files permanently unrecoverable.'

Also on this disk is a utility called the *No limit Slide Show*. As its name suggests, it is a slide show program for viewing all Amiga screens except 24 bit ones. It doesn't feature any flashy fade or scroll routines, but it allows you to create scripts to view up to 100 screens, spread over any number of disks. It supports *Amos* compressed pictures, and even provides you with a picture compression routine for your own screens. Simple but very effective. 17 bit 1363. ★★★★★

NO NUKES

If you've ever wondered if you could survive a nuclear blast, this fascinating utility can tell what your chances are. Perversely placed in the 'Fun' directory, it allows you to simulate the effects of a nuclear blast under various conditions. By positioning six variable sliders, you can specify details such as megatonnage of the warhead, thermal energy and your distance from the epicentre. A quick click on Detonate and this unusual program will give you a complete description of the effects on your location. This includes the thermal, magnetic and pressure effects, as well as probable treatment and a prediction of your survival chances.

This disk also includes a number of other interesting utilities including *Financa* which calculates compound interest and x-y-z graphs, and *Calculator*, a programmers calculator which works out Boolean logic operations (nor, and, xor etc).

A great disk for CND supporters who want to get their facts straight! 17 bit 1301

★★★

AMICASH

Here's one for the disorganised amongst you, because it allows you to manage your bank accounts and financial arrangements with ease. Although similar to the PD utility Bank'n which we reviewed in the July issue, *Amicash* is very user friendly in operation. Using icons on the main work screen you can add direct debits, standing orders, deposits, withdrawals and all other transactions. It's the very thing for people with busy bank accounts or empty heads! Amiganuts 1158.

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...AN AMIGA WITH 1 MEGABYTE OF MEMORY, AND A COMPACT DISK DRIVE OF ALMOST INFINITE SIZE. A DISK DRIVE SO VAST, IT CAN STORE HUNDREDS OF MILLIONS OF DIGITS OF DATA. THIS DATA COULD BE, SPEECH, ANIMATED PICTURES, DIGITISED STEREO SOUND, COMPUTER IMAGES OR WHOLE ENCYCLOPAEDIAS.... AND MORE.

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THE INTEGRAL COMPACT DISK DRIVE, IS THE KEY TO THE POWER OF CDTV. ITS STORAGE CAPACITY IS EQUIVALENT TO AROUND A QUARTER OF A MILLION FULL PAGES OF TEXT. THIS WHEN INTEGRATED WITH THE 1 MB OF INTERNAL AMIGA CIRCUITRY, CREATES A SYSTEM, WHICH FROM A CD DISK, CAN GIVE YOU ACCESS TO AN UNIMAGINABLE SPECTRUM OF REAL WORLD IMAGES, NEVER SEEN COMBINED BEFORE. THESE VIVID IMAGES, WITH WORDS AND SOUNDS, GIVE YOU A WHOLE NEW DIMENSION IN HOME EDUCATION, ENTERTAINMENT & INFORMATION TECHNOLOGY. AND... DON'T FORGET, THAT CDTV CAN PLAY IN SUPERB QUALITY, ANY NORMAL AUDIO MUSIC CD, AND IT CAN ALSO PLAY THE NEW CD+G DISKS, WHICH GIVE DIGITAL SOUND AND ON SCREEN GRAPHICS.

ON CD DISKS NOW AVAILABLE, THERE ARE EDUCATIONAL PACKAGES, ENCYCLOPAEDIAS PACKED WITH REFERENCE INFORMATION, STUNNING GAMES, MUSIC SYSTEMS AND MANY OTHER NEW AND VARIED SUBJECTS, INCLUDING WHOLE WORLD ATLASES OR EVEN THE COMPLETE WORKS OF SHAKESPEARE, EACH ON ONE CD DISK!!!

FREE CDTV STARTER PACK!!!

WHEN YOU CHOOSE YOUR CDTV FROM GORDON HARWOOD, NOT ONLY DO YOU GET OUR LEGENDARY SERVICE, BUT WE GIVE YOU A CDTV STARTER PACK, TO GET YOU EXPLORING YOUR NEW WORLD - STRAIGHTAWAY.

THIS INCLUDES A SUPERB SELECTION OF CD DISK TITLES INCLUDING THE WELCOME TUTORIAL & HUTCHINSONS ENCYCLOPAEDIA, PLUS ... FIVE GAMES, SHERLOCK HOLMES & THE HOUND OF THE BASKERVILLES, SIM CITY, A TOWN WITH NO NAME, CHAOS IN ANDROMEDA, AND THE ACCLAIMED LEMMINGS, WORTH IN TOTAL ALMOST £200.00. IN ADDITION IS THE INFRARED REMOTE CONTROLLER, AND ALL THE HARDWARE NEEDED TO GET YOU CONNECTED.

ALL THIS FOR JUST £599.95

CDTV IS THE SAME SIZE AND STYLE AS YOUR VIDEO RECORDER, SO IT CAN SIT UNOBTRUSIVELY ABOVE OR BELOW YOUR HOME TV AND/OR HI-FI. AND WITH ITS INFRARED REMOTECONTROLLER, IT CAN OPERATED FROM YOUR ARMCHAIR. BUT PERHAPS MOST IMPORTANT, IF YOU ARE A COMPUTER ENTHUSIAST, REMEMBER THAT INSIDE EVERY CDTV, IS AN AMIGA, JUST WAITING TO BE USED. SO LATER ON, YOU'LL BE ABLE TO BUY THE OPTIONAL KEYBOARD AND DISK DRIVE, TO GET INTO THE WORLD OF FULL AMIGA COMPUTING. PRINTERS, DIGITISERS, GENLOCKS AND OTHER ACCESSORIES,CAN ALL BE CONNECTEDTO GIVE ACCESS TO MANY OTHER EXCITING FACILITIES, AND ALSO MANY EXISTING SOFTWARE PACKAGES AVAILABLE FOR THE AMIGA COMPUTER RANGE. NEVER BEFORE HAS THERE BEEN SO MUCH POTENTIAL FROM ONE NEW STUNNING SYSTEM, PACKED WITH

TODAYS TECHNOLOGY.!

CALL IN AND SEE US FOR YOU PERSONAL DEMONSTRATION, OR PHONE US FOR YOUR FREE DETAILED CDTV INFORMATION PACK.

CDTV ACCESSORIES

DUE TO BE RELEASED SOON - Please call us for latest availability.

CD 1220 KEYBOARD	AN 89 KEY QWERTY KEYBOARD
CD 1252 MOUSE	TWO WAY INFRARED MOUSE AND BATTERY SAVER
CD 1200 TRACKBALL	AN INFRARED TRACKBALL, WITH THE OPTION OF DIRECT CONNECTION TO EXTEND BATTER DUPLICATES FUNCTIONS OF TWO BUTTON MO AND INCLUDES TWO 9 PIN PORTS FOR CONNE STANDARD JOYSTICKS
CD 1400 CADDIES	FOR HOLDING CD WITHIN DRIVE
CD 1401 MEMORY CARD	PERSONAL RAM CARD CONTAINING 64K OF MEMORY FOR STORING DATA OR A BOOKMARK FACILITY WITHIN CDTV
CD 1405 MEMORY CARD	A LARGER PERSONAL RAM CARD CONTAINING 512K OF MEMORY FOR STOR DATA OR AS A BOOKMARK FACILITY WITHI
CD 1800 FLOPPY DRIVE	RACK MOUNTABLE FLOPPY DRIVE WITH 880K CAPACITY AND FURTHER ROOM FOR HARD DRIVES OR MODEMS ETC.
CD 1301 GENLOCK	PAL BASED VIDEO INTERFACE CARD FOR SUPERIMPOSING CDTV IMAGES OVER A VIDEO S PROVIDED BY ANY STANDARD VIDEO SOURCE
CD 1321 VIDEO CARD	PAL BASED VIDEO INTERFACE CARD TO ALLOW CONNECTION TO TV'S OR VIDEOS RE UHF, S-VIDEO OR COMPOSITE INPUTS.

OTHER ACCESSORIES DUE TO BE RELEASED SOON - Please call

HARWOODS AMIGA
PRO-GEN

PROFESSIONAL QUALITY GENLOCK FOR COMPUTER AND VIDEO MIXING AT A

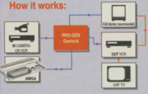
Pro-gen Amiga Genlock

The Pro-gen AMIGA Genlock allows you to mix your Amiga display with any PAL display whether it is from a VCR, Laserdisk player or a Camcorder. In fact any ite video equipment which outputs a PAL composite video signal.Combined with the computer the Pro-Gen gives you the facilities of a desktop video editing suite. Tak own films & give them a professional look by OVERLAYING TITLES or by SUPER IMPOSING YOUR OWN GRAPHICS created in packages like Spectracolor or De Paint. Pro-Gen is supplied with Oxxi's Spectra-color paint & animation package (see

FREE

In Spectracolor every drawing tool and animation control is at your finger tips - ove tools in the fast menu Toolkit, plus point and click access to all 4096 colours, with pendent right and left mouse button colours & modes. Add automatic animation gene easy mouse controls for all functions, and the ability to paint with multi-page anim brushes, and you've got a powerful tool for artistic expression. With animation con it's simple to put your ideas into motion. Forget co-ordinate systems and reference just move objects with the mouse in this intuitive and friendly graphical environme Spectracolor supports both ANIM & IFF file formats, and all the video modes of the including HAM!

How it works:



STOP PRES

PRO-GEN... NOW INCLUDING VERSATILE MULTI COMPONE TO GENLOCK CONNECTING C THIS ALLOWS PRO-GEN TO STRAIGHTAWAY WITH MOST VIDEO EQUIPMENT, WITHOUT TO HUNT DOWN THE CORREC ECTING CABLES. THIS KIT CAN USED TO CONNECT IN OTHER eg. VCR TO VCR etc.

A KIT TO START YOU OFF RIGH THE MOMENT YOU OPEN THE

PRO-GEN & Spectracolor ONLY £129.95

Mode Switch-box for Genlocks

Features Include
-Compatible With The Pro-Gen And Rendale 8802
-Supplied With Genlock Extender Cable Worth £9.95
-Switch-box Switches Between Foreground, Background, Video And Computer Modes.

£29.95

**Credit terms are available (subject to status) for most products; see our ordering panel at the end of this advert for full details*

AMIGA STORAGE DEVICES

Commodore A590 20Mb HD
Features Include
- ☆ Connects to sidecar bus on left hand side of Amiga A500
- ☆ Autoboots with Kickstart 1.3
- ☆ Sockets For Up to 2 Mb of RAM
- ☆ DMA Access
- ☆ External SCSI Port
- ☆ Complete With Power Supply

A590 Hard Disk Including 512K RAM Only	£299.95
A590 Hard Disk Including 1 Mb. RAM Only	£319.95
A590 Hard Disk Including 2 Mb. RAM Only	£349.95

DISK DRIVE
CUMANA
INSTRUCTIONS
Amiga Compatible Disk Drives CAX354, CAX1000S

Cumana CAX354 3.5" External 2nd Disk Drive.
- ☆ Features Include
- ☆ Long connecting cable
- ☆ 1Mb, (880K Formatted) Capacity
- ☆ Enable/Disable Switch,
- ☆ Throughput
- ☆ Access Light
- ☆ Compatible with Amiga 500/1000/1500/2000/3000 and CDTV

£57.95

SUPRA 500XP 52-105Mb HD
Features Include
- ☆ Capacities of 52/80/105Mb all available
- ☆ Connects to sidecar bus on L/H side of Amiga A500
- ☆ Autoboots with Kickstart 1.3, boot enable/disable switch
- ☆ Sockets for up to 8 Mb of FASTRAM with enable/disable switch
- ☆ Autoboots With Kickstart 1.3
- ☆ SCSI Port & Amiga bus pass thru allows other devices to be connected
- ☆ Includes Express Copy hard drive Back-up Software
- ☆ 52 Mb version powered by Amiga, High Current Power Supply optional. High Current Power Supply (recommended for 52Mb. version) required for 80Mb. and 105 Mb versions

SUPRA PRICES

RAM SIZE	STORAGE CAPACITY 52Mb.	80Mb.	105Mb.
512K	£499.95	*£549.95	*£659.95
2Mb.	£549.95	*£599.95	*£709.95
4Mb.	£749.95	*£799.95	*£909.95
8Mb.	£969.95	*1019.95	*1129.95

Please don't forget to add the cost of Power Supply when calculating price of 80/105Mb. drives

PERIPHERAL PACK 1

A TRULY SPECIAL PACK FROM HARWOODS TO MAKE YOUR AMIGA DO MORE THAN EVER!

Harwoods have put this pack together for you to add to your Amiga at an AMAZING SAVING over individually priced items. You get extra power from our Pro-Ram memory upgrade and EXTRA storage from the brilliant Cumana drive.

Harwoods Pro-Ram is our best selling Amiga upgrade with 16chip RAM, similar in design to CBM's A501 and works exactly the same. The Cumana CAX 354 external drive is a brand leader in the 3.5" market having received a great deal of praise over the years. And... to round off we also include a 3.5" Disk Head Cleaner too!!!

ALL THIS FOR THE AMAZING PRICE OF ONLY... £79.95

PERIPHERAL PACK 2

TWO MORE GREAT PACKAGES THAT SAVE YOU MORE MONEY!

These two packs are aimed at the designer who needs to get a great deal from his Amiga. A superb quality monitor in the PHILIPS CM8833/II has been put with a choice of either the CITIZEN SWIFT9 or the CITIZEN SWIFT 24 printer. You choose, but whichever combination you have the price has been designed to SAVE YOU MONEY. Buying together will save you £££'s!

PACK 2 with a Citizen Swift 9 Costs Just...
£479.95

PACK 2 with a Citizen Swift 24 Costs Just...
£569.95

AMIGA SOFTWARE

Music-X: The ultimate software for professional MIDI sequencing. The software includes a configurable librarian and a synthesiser patch editor. All the data you need to recreate a song can be recalled from one performance file including sequences, MIDI routing, sync setup, keyboard maps and synthesiser or drum machine patch libraries.

Amos: AMOS allows you to access the power of the Amiga with ease. 500 different command make AMOS a sophisticated development language. The AMOS animation language allows you to create complex animation sequences. The package is supplied with a 300 page manual with over 80 example programs on the program disc. £49.95

SuperBase 4: Most powerful database available for the Amiga.Combines the ease of use of SuperBase 2 with a versatile programming language so that you can tailor your data to your own specific needs for club/business/library records etc. £229.95

Lattice C: An ideal tool for the C programmer whether experienced or a novice. The best way to create applications for the Amiga.Fully supports Motorola chipset. Nearly 300 functions optimised to help the user write the tightest possible code. Includes screen editor. Most Amiga C books are based around lattice. £199.95

Deluxe Paint IV: Latest version of the Amigas first, and still the best, paint and animation package, now including HAM mode. (1 Mb. more recommended) £79.95

Vidi, The Complete Colour Solution: Vidi with RGB Splitter, Frame Grabber & Digitiser. Grabs moving colour video into 16 grey scale frames (up to 16 frames in 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second! Requires home VCR or video camera for grabbing. Requires video camera or VCR with perfect pause for digitising. Now comes with Spectracolor FREE!!! £179.95

MASTERSOUND: High quality "mono" sampler (best for sampling instruments etc.) £36.95

MIDI INTERFACE (5 Port): In, Out, Through plus 2 switchable thru'/out. Includes cable. £24.95

Pen Pal V.1.3

WORD PROCESSOR/DATABASE
With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can! "It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics..
Amiga World, July '90

Pen Pal
Pen Pal
Pen Pal
Pen Pal
Pen Pal

£79.95
PEN PAL Vers 1.3 WITH 512K Amiga RAM Expansion only...£99.95!

THE ABOVE IS JUST A SMALL SAMPLE FROM OUR EXTENSIVE RANGE OF TITLES FOR THE SERIOUS AMIGA USER. THIS WHEN COMBINED WITH OUR MASSIVE RECREATIONAL STOCK, GIVES A VAST SOFTWARE SELECTION FOR EVERYONE. IF YOU WOULD LIKE TO KNOW MORE, JUST ASK US FOR YOUR FREE COPY OF OUR SOFTWARE CATALOGUE

Remember to ask for your FREE Harwoods Amiga catalogue.

Telephone Order Line:
0773 836781
Cridit Facilities Available*

GORDON HARWOOD
HARWOOD
HARWOOD
Computers

The Closer you look,
The Better we look.

Credit terms are available (subject to status) for most products; see our ordering panel at the end of this advert for full details

FREE...
Fully Tailored
Dust Cover with all
Dot Matrix Printers

PRINTERS

All printers in our range include the following standard features...

- ☆ Standard Centronics parallel port unless otherwise stated for direct connection to Amiga, PC's, ST etc. and come with a:
- ☆ FREE CONNECTOR LEAD & A FREE TAILORED DUST COVER!

When you are comparing our prices to others make sure that the same essential items are included eg. Printer Lead, Dust Cover, Postage and VAT etc.

CITIZEN 120D+ - Up to 120/25 cps — £149.95

Very reliable low cost printer (please specify interface on order)

- ☐ Interchangeable interfaces for Centronics RS 232 or Serial type for CBM 64 etc
- ☐ Full 2 Year manufacturers warranty

NEW FASTER STAR LC20 (Replaces LC10) - Up to 150/38 cps – £159.95

Replacement for our most popular Mono Dot-Matrix printer and at a super low introductory price

- ☐ Multiple font options easily accessible from front panel
- ☐ Excellent paper handling facilities
- ☐ Simultaneous, continuous and single sheet stationery
- ☐ 240 x 240 dpi Graphics

CITIZEN 124D MONO 24 PIN PRINTER — £209.95

- ☐ 360 dpi - 24 Pin MONO
- ☐ 8K Buffer - Expandable
- ☐ 3 Fonts, Superb letter quality
- ☐ Push & Pull Tractor feeds
- ☐ 2yr Warranty
- ☐ Feed for labels & multi-part stationery
- ☐ Low running costs

STAR LC 24-10 - Up to 180/60 cps — £214.95

24 Pin version of the Star LC Series with

- ☐ Exceptional letter print quality
- ☐ 360 x 360 dpi Graphics
- ☐ Additional font cartridges available
- ☐ 8 resident fonts

STAR LC200 GREAT COLOUR PRINTER - 185/40 cps — £214.95

This is the one in our packs!

- ☐ 80 Column Dot Matrix
- ☐ 240 dpi - 9 Pin COLOUR
- ☐ 16K Buffer, 8 Resident Fonts
- ☐ Front Panel Pitch Selection
- ☐ Push/pull tractor & rear/bottom feeds
- ☐ Reverse paper feeds
- ☐ Micro paper feed, Max. paper width 11.7"
- ☐ Supplied with colour & mono ribbons
- ☐ Paper park with auto single sheet loading
- ☐ Programmable from front panel, no DIP switches
- ☐ 12 month warranty

CITIZEN SWIFT 9PIN COLOUR - Up to 160/40cps — £229.95

New super high spec 9Pin colour printer

- ☐ 8K Buffer 4 Fonts
- ☐ Push and pull tractor built-in
- ☐ Feed for labels/multi part stationery
- ☐ 240 x 240 dpi Colour Graphics
- ☐ Best text quality in our 9Pin range
- ☐ 2 Year Citizen warranty

STAR LC24-200 24 PIN MONO PRINTER - 220/55 cps — £259.95

New Star 24 pin that means business!

- ☐ 80 Column Dot Matrix
- ☐ 360 dpi - 24 Pin MONO
- ☐ 7K Buffer expandable to 39K
- ☐ 10 Resident Fonts
- ☐ Front Panel Pitch Selection
- ☐ Push/pull tractor & rear/bottom feeds
- ☐ Reverse paper feed
- ☐ Paper park with auto single sheet loading
- ☐ Micro paper feed, Max. paper width 11.7"
- ☐ Supplied with mono ribbon
- ☐ Faster than the old LC24-10
- ☐ Extra font cartridges available
- ☐ Program from front panel, No DIP switches
- ☐ 12 month warranty

STAR LC24-200 NEW COLOUR PRINTER - 220/55 cps — £309.95

Colour version of the new LC24-200 Mono

- ☐ 80 Column Dot Matrix
- ☐ 360 dpi - 24 Pin COLOUR
- ☐ 30K Buffer expandable to 62K
- ☐ 10 Resident Fonts
- ☐ Front Panel Pitch Selection
- ☐ Push/pull tractor & rear/bottom feeds
- ☐ Reverse paper feed
- ☐ 12 month warranty
- ☐ Paper park with auto single sheet loading
- ☐ Micro paper feed, Max. paper width 11.7"
- ☐ Supplied with colour & mono ribbons
- ☐ Better quality than LC200 colour
- ☐ Extra font cartridges available
- ☐ Programmable from front panel, No DIP switches

CITIZEN SWIFT 24 PIN COLOUR - Up to 160/50 cps — £319.95

24 Pin Colour Printer

- ☐ Push and pull tractor built-in with bottom feed for labels & multi-part stationery
- ☐ 360 x 360 dpi Colour Graphics
- ☐ 2 Year Citizen warranty

NEW FASTER STAR XB PRINTER RANGE
Colour XB24-200 & XB24-250 - 275/80 cps

£399.95
24-200 Colour

Wide Carriage
£499.95
24-250 Colour

These NEW top of the range Stars replace the XB24/10 & XB24/15, & offer the best possible quality dot matrix printing

- ☐ Exceptional print quality
- ☐ 4 x 48Pin super letter quality fonts
- ☐ 14 x 24Pin near letter quality fonts
- ☐ Buffer: 29K(XB24/200) & 76K (XB 24/250)
- ☐ 360 x 360 dpi Colour Graphics
- ☐ 12mths on-site warranty (UK Mainland)

HEWLETT PACKARD PAINTJET A4 — £899.95

Our best quality full colour printer at a realistic price

- ☐ Parallel/Centronics or Serial RS232 I/F (specify with order, MAC option available)
- ☐ For presentation graphics/DTP, CAD and technical/scientific applications
- ☐ A full page of colour graphics in 4 minutes (typical)
- ☐ Non impact printing,
- ☐ virtually silent, 43dba
- ☐ Will print transparencies
- ☐ 12 Months on-site warranty (UK Mainland)

STARSCRIPT - 4ppm POSTSCRIPT COMPATIBLE LASER — New! £1174.95

Brand new A4 Laser Printer, will connect to PC, Amiga, ST and Macintosh.

- ☐ 300 DPI, 2Mb. Upgradable to 5Mb.
- ☐ Emulations inc: HP Series II, Epson EX800, IBM Proprinter & Diablo 630
- ☐ Serial/Parallel/Appletalk interfaces as standard
- ☐ 12month on site warranty (UK Mainland)
- ☐ Every desktop publishers dream

SEE OUR LIST OF ACCESSORIES FOR BOTH STAR AND CITIZEN PRINTERS, ALL AT COMPETITIVE PRICES!

All the characters Per Second speeds quoted below are Draft/LQ at 10cpi

PRINTER ACCESSORIES

CITIZEN PRINTER ACCESSORIES:

Citizen 120D+ Sheet Feeder	£69.95
Citizen 120D+ Parallel Interface	£49.95
Citizen 120D+ CBM C64 Serial Interface	£49.95
Citizen 124D 32K Buffer	£13.95
Citizen 124D Semi-Auto SheetFeeder	£39.95
Citizen 124D Automatic Sheet Feeder	£79.95
Citizen 124D Printer Stand	£24.95
Citizen Swift 9 Semi-Auto SheetFeeder	£39.95
Citizen Swift 9 Automatic Sheet Feeder	£79.95
Citizen Swift 9 Printer Stand	£24.95
Citizen Swift 9X Printer Stand	£34.95
Citizen Swift 9X Automatic Sheet Feeder	£139.95
Citizen Swift 24 32K Printer Buffer	£13.95
Citizen Swift 24 Semi-Auto Sheet Feeder	£39.95
Citizen Swift 24 Automatic Sheet Feeder	£79.95
Citizen Swift 24 Printer Stand	£24.95
Citizen Swift 24X Auto Sheet Feeder	£139.95
Citizen Swift 24X Printer Stand	£34.95

HEWLETT PACKARD PAINTJET PRINTER ACCESSORIES:

Hewlett Packard PaintJet	
Black Ink cartridge	£25.95
Colour Ink Cartridge	£31.49
Single Sheet Printer Paper	£17.95
Z-Fold Printer Paper	£15.95
Transparency Paper -	
Pack of 50 Sheets	£52.95

STAR PRINTER ACCESSOR

Star LC-20 Mono Printer
Automatic SheetFeeder

Star LC24-10 Mono Printer
32K Buffer £67.95
Automatic SheetFeeder

Star LC-200 Colour Printer
Automatic SheetFeeder

Star LC 24-200 Mono Printer
32K Printer Buffer
Automatic SheetFeeder

Star LC 24-200 Colour Printer
32K Printer Buffer
Automatic SheetFeeder

Star XB 24-200 Colour Printer
Pull Tractor
Font Cartridges -
Styles To Be Announced
128K Centronics Printer Buffer
Automatic SheetFeeder
Dual Bin SheetFeeder

Star XB 24-250 Colour Printer
Pull Tractor
Font Cartridges -
Styles To Be Announced
128K Centronics Printer Buffer
Automatic SheetFeeder
Dual Bin SheetFeeder

GENUINE CITIZEN &
STAR REPLACEMENT
PRINTER RIBBONS

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON X6	COLOUR RIBBON	BLACK RIBBON
CITIZEN 120D+	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
CITIZEN SWIFT 24	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
STAR LC10/20	BLACK ONLY	£4.95	£24.95	N/A	N/A
STAR LC200 C	BLACK/COLOUR	£6.95 ZX9	£36.95 ZX9	£12.95 ZX9CL	£69.95
STAR LC24/200 M	BLACK ONLY	£8.95 Z24	£49.95 Z24	N/A	N/A
STAR LC24/200 C	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95
STAR XB RANGE	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95

BOOK SHOP FOR BEGINNERS & EXPERTS ALIKE

WE ALWAYS CARRY LARGE STOCKS OF THE FULL RANGE OF ABACUS BOOKS...Phone us for details!

AMIGA FOR BEGINNERS - VOL. 1 ABACUS BOOKS,
From unpacking your Amiga to creating your own icons, includes first use of basic and extras disk.

AMIGA BASIC INSIDE AND OUT - VOL 2 ABACUS BOOKS,
Definitive step by step guide to programming Amiga's in basic.

AMIGA MACHINE LANGUAGE - VOL 4 ABACUS BOOKS,
Practical guide to learning 68000 assembler language.

AMIGA DOS INSIDE AND OUT - VOL 8 ABACUS BOOKS,
Guide to Amiga DOS & CLI. NEW Edition inc. DOS v 2.0

AMIGA HARDWARE REFERENCE MANUAL-Addison Wesley,
Written by technical experts at Commodore Amiga Inc, USA... People who designed your Amiga. Hardware level machine code programming at advanced level.

AMIGA, BEST OF TRICKS & TIPS Vol. 17,
A complete set of tricks and tips that enable you to do MORE with your Amiga and as simply as possible.

**Credit terms are available (subject to status) for most products; see our ordering panel at the end of this advert for full details*

MONITORS & MONITOR TV's

Harwoods stock a complete range of both Monitors & Monitor TV's to give you your perfect solution to the type of display to buy.

PHILIPS CM8833/II

Stereo High Resolution Colour Monitor

NOW WITH FREE...F19 STEALTH FIGHTER!!!

The ever popular 14-inch Philips CM 8833 MkII, is the most versatile multipurpose colour monitor available. Its versatility means you not only get excellent colour graphics & text performance with a wide range of personal computers, but when connected to a VCR or optional tuner, you get an amazing 600 pixel TV picture. It's this 600 pixel resolution, that makes the 8833 essential for the serious user who wants to use his computer for a text based application. With the 8833 MkII, Harwoods give you the complete set up, to get you going straight away... Monitor, RGB picture and Stereo Audio Cables, Tailored dust cover, a full 12 Months on site service warranty, and inclusive of a FREE Superb F19 Stealth Fighter Game!!!

☆RGB/AD, TTL, Composite. Video & stereo audio inputs Can be used as a TV with VCR or Tuner Also as a Video Camera display monitor Retractable stand ☆Twin Stereo Speakers Headphone Jack Socket FREElead for your computer FREE 12 Month on site service warranty.

THE MOST VERSATILE STEREO COLOUR MONITOR AVAILABLE

£249.95

CBM 1084S STEREO COLOUR MONITOR. Commodore's Own Stereo High Resolution Colour Monitor with... RGB/AI/TTL, Composite. Video/Audio Inputs Can be used as TV with VCR or tuner. Twin Speakers for stereo output Supplied with cables for A500, CGA PC,\C16-64-128.

£269.95

PHILIPS TV TUNER. ALLOWS ANY MONITOR WITH COMPOSITE VIDEO & AUDIO INPUTS TO BE USED AS A TELEVISION. SUPPLIED COMPLETE WITH AERIAL FOR USE INDOORS ALSO HAS STD EXTERNAL AERIAL SOCKET AND COMPATIBLE WITH MOST MONITORS INC. PHILIPS CM8833 MK I & II, CBM 1081/4, & 1900/1/2.

£79.95

It's important to remember that most TV Monitors, are still first and foremost televisions, meaning that their average 400 pixel tube display 50% lower resolution than a monitor) cannot be guaranteed to display 80 column text clearly without risking eye strain. If choosing a Television Monitor ensure it has the latest 2000 character tube capability, meaning it can handle the Amigas' 80 characters, by 25 line output clearly.

NEW!!! PHILIPS 15" TELETEXT REMOTE CONTROL 40 CHANNEL MONITOR TV. BRAND NEW SUPERB DEFINITION PHILIPS MONITOR TV. IDEAL FOR AMIGA OR CDTV USERS, GIVING FOR THE FIRST TIME TRUE MONITOR QUALITY FROM A FULL FEATURE TELETEXT TV AT AN AFFORDABLE PRICE!!!. JUST LOOK AT THE FEATURES... Direct Scart Connector for Amiga, CDTV, VCR OR SATELLITE RECEIVER RGB/AD, Composite Video & audio inputs FULL TELETEXT FACILITIES (FOR THIS FACILITY EXTERNAL AERIAL SHOULD BE USED) Headphone Jack Socket FULL TWO YEAR GUARANTEE ☆2000 CHARACTER HIGH DEFINITION FST TUBE SUPPLIED WITH LOOP AERIAL REMOTE CONTROL ☆FREE lead for YOUR computer

IF YOU WOULD LIKE THE MONITOR TV IN OUR PACK 2, 3 OR 7 TO REPLACE THE 8833, PLEASE SIMPLY ADD £20.00 AND STATE WHEN ORDERING YOUR PREFERENCE FOR A PHILIPS TELETEXT TV.

ONLY...
£279.95

AMIGA ACCESSORIES

Shown here are just a few items from our massive stocks of extremely useful Amiga accessories, and all at terrific prices!

MEMORY EXPANSIONS

HARWOODS PRO-RAMPACK £29.95

512K Memory Expansion for the Amiga A500 that SIMPLY plugs in! Same configuration as CBM A501 for full compatability with latest 8327A Amiga Blitter. Enable/Disable switch &real time battery backed clock.

SUPRARAM RX 500 (512K to 8Mb. RAM Expansion)

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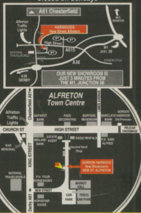

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GEN-UP ON GENLOCKS

Why do you need a genlock for video work, and how do you choose a good one? Chris Jenkins compares three budget models

Genlock
The DSC Company
CVBS OUT
CVBS IN
RGBs (Monitor + Control)
OVERLAY
FADE
AMIGA

Something like 95 per cent of households in the UK now have a video recorder, and seven per cent have a camcorder, so it didn't take long for hardware manufacturers to figure out the potential of linking video gear to computers.

HOW DOES IT WORK?

Increasing numbers of Amiga owners are using their computers for video applications; either for captioning home videos, as part of a sophisticated editing system, or for generating computer graphics.

Whatever use you make of your Amiga, you'll find that a genlock is the most important video peripheral you'll need – but many Amiga owners don't know what a genlock is, let alone why you need one to work with video.

THE TECHNICALITIES

The answers are pretty simple. The main use of a genlock is to superimpose computer graphics over video images. TV professionals have been using them for years, for everything from Top of the Pops to Grandstand, but its only with the launch of the Amiga that it's been possible to produce a genlock cheap enough for the home market.

The reason is that the Amiga will do most of the hard work involved, and all the genlock peripheral has to do is to synchronise the timing of the video signal with that of the Amiga. Unlike sound – where you can literally connect two wires together to add one audio signal to another – video signals have to be mixed with their 'scan rates' in sync, otherwise the result is an unholy mess. It's easy to do this on the Amiga because, in their wisdom, Commodore made the computer's video clock rate signal accessible from the Amiga's RGB port, which sets it apart from less well-endowed computers like the Atari ST.

Having synchronised the video and computer signals, the genlock can treat a background colour – normally colour 0 – as being transparent. The result is that the Amiga's graphics appear overlayed on the video signal and – hey presto! – instant captions. More advanced genlocks add facilities such as fades and wipes to this basic function.

The graphics you generate depend, of course, on the graphics package you use, not on the genlock itself. Although you can use a general graphics package like *Deluxe Paint*, there are also specialist video captioning programs like *Big Alternative Scroller, ZVP Video Studio* and *Video FX* to consider. The final result is recorded to your master videotape – but that's another story!

FACILITIES AND FUNCTIONS

Although you can pay up to £1500 for a genlock, we've compared three of the least expensive to help you plan your route into Amiga Desktop Video.

But first, why are there such huge differences in price between one Amiga genlock and another? It's largely a matter of component quality and facilities; a cheap genlock may have only one type of output, normally composite video, while a more expensive one may have RGB, the high-quality S-Video or even broadcast-quality 600-line encoded output. Again, more expensive models may have switches and faders to allow background keying (whether or not the chosen palette colour is transparent and lets live video show through the computer graphics); they may have selectable transparent palette colour, and controls to allow the computer graphics to be faded in and out. Cheaper models may have none of these facilities.

Inexpensive genlocks are designed to fit inside the computer or beside it; more professional models are normally supplied in industry-standard 19-inch rack-mounting cases. This is fine if you've got rack-mounting gear, but for those of us who haven't, the units we're looking at here will sit fairly happily on top of your Amiga.

With Video Genlocks as little as £100, almost everybody can afford to create commercial quality video titles.

IMAGE
Genlock
THE DISC COMPANY

ALTER IMAGE GENLOCK

HB Marketing £100

This tiny black unit, made in China, features phono Composite Video In and Out sockets, and a Graphics/Video/Mixed switch which chooses the type of output from the Composite Video Out, which is connected to your video recorder.

The Alter Image plugs directly into the Amiga's RGB port, but for convenience an extension lead might be a sensible investment. There's a follow-on port for the monitor on the back.

That's just about all there is to it. No power supply is needed, since the Alter Image draws its power from the Amiga. The handbook is brief and to the point, going through some video terminology and explaining the connections.

If your monitor has a composite video in as well as RGB, you can connect the output from the VCR into it. Switching between RGB and Composite inputs lets you choose between the computer image and the combined computer and video image.

This is as basic as a genlock could be – it will switch computer graphics in and out, but not fade them as you can with more expensive models. There are PAL and the American TV broadcast standard (NTSC) models available, but unless you're doing video work which is intended for use in the USA the NTSC version wouldn't be relevant. Look out for *Video F/X* software from Alter Image. This £50-60 package will provide a wide range of captioning functions.

VERDICT

- The Alter Image is the cheapest genlock on the market and has the minimum and most basic facilities.

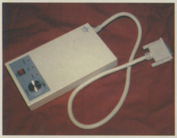
- It may be best for beginners to start with this genlock and work upwards when more intricate facilities are needed.

SOFTWARE *FOR* GENLOCKS

Although you can use any graphics package to create captions for use with a genlock, there are now several packages with functions specially designed for video use. The Shirekilo Video Caption Designer is based on the software used to generate captions for the ITV Network Chart Video Show, and offers over 50 screen transition effects, time and test functions, multiple graphics modes, background patterns, multi-tasking, and external control via the RS-232 (the printer port) or joystick ports. The VCD requires 1 meg RAM, and ideally an external floppy drive or hard disk. Cost is £199.95 from Maze Technology (081-556 5620). ZVP's Video Studio Professional has a special operating system, Videobench, which allows complex functions to be programmed and executed automatically. The program features 14 fonts for titles and captions, 25 test patterns, on-screen help displays, example transitions, background graphics, and a hard disk installation program. VSP costs £199 and requires an Amiga 2000 with 1Mb chip memory and 2Mb RAM total, and a hard disk, but Amiga 500+A590 drive combinations may be suitable with modification. Contact ZVP on (0621 783504). Big Alternative Scroller is one of the cheapest and easiest-to-use captioning packages; it costs £50 and is so simple to use it comes with just a four-page instruction leaflet. You need at least 1 meg, and an external disk drive is unnecessary. Operation is based on the function keys – you can enter text, add features like text centering, justification and shadowing, adjust text width, set vertical or horizontal scroll speed options, choose continual or one-shot scrolling and set background, text and shadowing colours. Unfortunately, it won't multi-task and can't be transferred to hard disk. Contact Alternative Image on 0533 440041.

GEN-UP ON GENLOCKS

THE VIDEO SETUP **In a typical set-up using a genlock, there would be two VCRs, or a camcorder and a VCR – one acts as the video source, the other a recorder. The Amiga would provide the captions and other graphics, the genlock would connect the source video, Amiga and destination video. You would need at least one monitor, ideally two (one for the computer, one for the final video picture) and probably an audio mixer for the soundtrack. If you want to find out more about information, try monthly magazines like Camcorder User or Video Editing.**



VERDICT

- **The Alter Image is the cheapest genlock on the market and has the minimum and most basic facilities.**
- **It may be best for beginners to start with this genlock and work upwards when more intricate facilities are needed.**

ROCGEN RG300C
EVESHAM MICROS

£114.99 /Silica Systems
£119.00

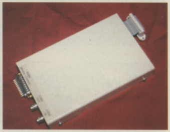
The RG300C comes in a sturdy metal case in cream, has an integral RGB connector cable and phono Video In and Out sockets on the back. It requires an external 12V power unit, which isn't supplied with the package.

On the top there's a mode button which switches between Overlay, Fade and Amiga modes, and a dial which dissolves from the computer to the video image. Since this can also give you semi-transparent captions, this is a very impressive effect which will enhance your graphics no end.

Some genlocks don't allow you to record the computer's output unless there's a sync signal coming from the video machine. This makes it necessary to 'black' a videotape (record on it with no image) and run it continuously. The Rocgen makes this unnecessary by generating its own sync signal if it doesn't detect one coming in.

A demo software package is provided. This lets you check out the three basic functions: graphics only, fade from video to graphics, or overlay.

VERDICT



- **The Rocgen is probably the best buy of all three genlocks featured in this article.**
- **It has a good balance between cost and facilities and it's really worth paying the extra for the Rocgen's dissolve capabilities if you can afford it, but don't forget to budget for the 12V power supply as well.**
- **This genlock will appeal to the more advanced users who will notice the difference on high quality video facilities.**

RENDALE 8802
HB MARKETING

£199.99

One of the best-known genlock manufacturers, Rendale sell their products through a number of distributers, and have a wide range of products ranging from the basic Minigen to professional models.

Construction of even the cheapest models is very sturdy, and suitable for professional use.

We looked at a mid-range model, the 8802, which has front-panel Composite Video In and Out BNC sockets (connectors on video equipment), a locking type more professional than the phono sockets used on the other genlocks. Then there's the male RGB connector for the Amiga, and the female for the monitor.

Unfortunately, Rendale's products are starting to look a little over-priced and under-specified compared to the newer genlocks.

For a start, the 8802 doesn't have any front-panel switches to allow you to change its operating mode – this has to be done from the controlling software. Alternatively, you can follow Rendale's instructions for wiring mini slider switches to the RGB sockets. When closed in various combinations these will access the various operating modes. However, it seems to leave rather a lot for the user to sort out, when it could all have been built into the hardware.

The software provided is basically to switch modes between Video Only, Amiga Only and Foreground Mode (in which the black areas on the Amiga graphics become transparent). If no video input is provided, the Rendale 'free runs', and still allows you to record the Amiga's output on your monitor.

You needn't use the control software at all if you don't want to, but in that case, the 8802 defaults to Background Mode, with the background colour transparent and displaying the live video signal.

There's a more advanced version of the 8802 which is compatible with the semi-pro S-VHS video format, taking advantage of its higher video resolution – it includes hardware-controlled fades and wipes, crossfading and integral mode switching, but costs a pretty stunning £600.

SAY, WHAT? (JARGON EXPLAINED)

RGB – Refers to the three separate signals of red, blue and green into which a video picture is split.

S-VIDEO – Super Video of high resolution.

COMPOSITE VIDEO – a mix of red, blue and green colours.

NTSC – American TV broadcast standard, the UK equivalent to PAL.

BNC SOCKETS – a type of connector on video equipment.

MALE AND FEMALE CONNECTORS – the male has pins, the female has sockets.
RS-232 – the printer port.

Hopefully, this article will give you some idea of the range of genlocks on the market at the moment. However, it might be prudent to wait for a while before rushing out to buy a genlock and perhaps making a hasty decision you may regret. It's best to keep an eye on the market before making a purchase because there is plenty of new stuff on the way, with good video quality at a reasonable price.

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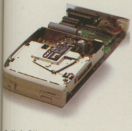

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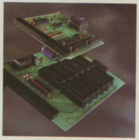

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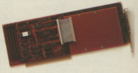

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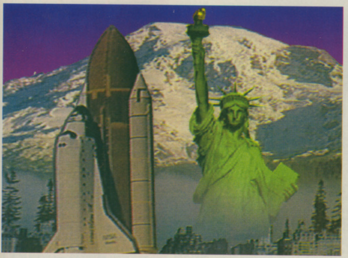
hundreds & thousands

What displays over sixteen million colours yet costs a fraction of the price of any other 24-bit graphics board? Mat Broomfield finds out if HB Marketing's new product is all it's cracked up to be.



Memory and Storage Technologies, (MAST), are the latest American company to release a 24-bit frame buffer. Their unit is called Colorburst, and it looks set to take the market by storm.

So what's special about it? What separates it from the likes of Harlequin, Firecracker or even the Video Toaster? In a word, nothing. Nothing that is, except for its price. At only £599 Colorburst is less than half the cost of its nearest rival, yet in terms of performance it offers true 24-bit colour with no strings attached.

The unit is housed in an unimposing plastic case measuring about the size of an average lunch-box. It connects to the Amiga via the 23-way video/RGB port at the back. You can then plug your modulator or monitor into the port at the back of the unit.

Once fitted, the unit is permanently switched on, but it requires a special command to activate it. Until it receives this, the unit remains dormant and doesn't interfere with the Amiga in any way. In technical terms this means that it is completely invisible to the system.

When it has been activated either by a Colorburst-compatible art package, or by some form of display software, the unit intercepts all signals sent to the RGB port. It then processes them, extracting 24-bit colour information, before transmitting a full colour image to the screen.

24-bit colour means that the Colorburst is capable of displaying 16,777,216 colours on the screen at once. In fact, even in its very highest resolution, the Amiga is only capable of displaying about 500,000 pixels on the screen at one time, so you'll never actually have the opportunity to see a full 24-bit palette in one go.

The Colorburst has one-and-a-half megabytes of video RAM, so in operation it doesn't use any of your valuable system memory. This is just as well because 24-bit hi-res screens take up an average of one to one-and-a-half megabytes of RAM each.

The package also includes several items of software to enable you to use it more productively. Probably the most important piece of software, and by far the most disappointing, is the art package. MAST have bundled a package called *CB Paint*, which they commissioned specially.

Considering the potential for images created in over 16,000,000 colours, *CB Paint* is staggeringly basic. It's on a par with standard Amiga packages such as *Spritz* in that it includes only the most rudimentary drawing tools. If you want to create lines, boxes, curves or circles then great. If you want to fill them then everything's fine. But, if you want to go berserk and add a dithered or graduated fill for example, there's no chance.

MAST's software designers seem to have taken a minimalist approach to *CB Paint*. It's totally lacking in sophistication, and 16-bit packages such as *Deluxe Paint IV* and *Photon Paint II* leave it for dead. Considering the competition from 24-bit packages like *TV Paint* and *Toaster Paint*, MAST seem to have made a serious error by not investing the

Vista Pro's landscapes spring to life when displayed in 16 million colours.

Even preliminary 'sketches' look great rendered through Colourburst.

With Colourburst you'll never need to look on the (half) brite side of life again.

hundreds & thousands

Ray-traced and rendered animations are up to broadcast quality when out put through Colourburst. Even Channel 4 don't use this kind of kit!

time and effort in producing a more professional art package. The only point in *CB Paint's* favour is the fact that the source code is included so that you can adapt it to do what you want. Mind you, I don't think that you should have to write your own software when you pay nearly £600 for a product, even if the price is cheap compared to similar products.

Another of the utilities that comes with Colorburst is Mouse24. This is a really neat utility that will let you impress the hell out of your friends because it allows you to define and use a 16,000,000 colour mouse cursor of any size. The beauty of this utility is that you can use the cursor on a standard Workbench screen.

The remaining utility is called Show24 and is a 24-bit picture viewer. It allows the user to load and display 24-bit IFF images, or Colorburst's own proprietary file format called CBF. CBF format images load much faster than standard 24-bit IFF images; a major asset when you're loading over a megabyte of data.

Colorburst works in all Amiga resolutions including overscan, which means that high resolution images can be created which contain more detail than television pictures.

Unfortunately Colorburst is not directly compatible with 24-bit paint packages such as *TV Paint*, although a compatible version is rumoured to be in development. Although both the Harlequin (for which *TV Paint* was designed) and the Colorburst produce IFF 24-bit saves, the way that they're actually stored and processed in the individual units is different. This means that *TV Paint* will require major modifications before it can run properly on Colorburst. On the positive side, packages such as *Vista Pro*, *Imagine*, *Real 3D*, and *Sculpt/Animate 4D* are all capable of producing 24-bit IFF saves, which can loaded and viewed via Colorburst.

The Colorburst hardware works perfectly, and was a pleasure to use. But even loading screens from hard disk, there was a hefty waiting time due to their massive size. It's a pity that MAST didn't take the bull by the horns and make Colorburst compatible with an existing frame buffer, especially Harlequin, which has far better software available for it.

At £599, Colorburst is cheap enough for the serious hobbyist, as well as the seasoned professional. It allows anyone to create commercial quality images, and may herald the start of a new home video production revolution. Commodore US have already expressed their approval of the product, and it looks as if they may decide to endorse it as THE 24-bit Amiga frame buffer.

I would recommend Colorburst to anyone who needed such a tool for use with a ray tracing or fractal package. If you need a fully featured art package, you might be well advised to wait and see what MAST decide to do over the next couple of months.

VERDICT

- **Works perfectly and gives true 24-bit colour**
- **Cheapest board available but doesn't cut corners**
- **Supports industry standard 24-bit IFF screens**
- **Pity about the primitive software**

THE OPPOSITION

There are currently four main contenders for the position of the ultimate 24-bit frame buffer. Each has slightly different abilities, and each one is likely to appeal to different types of user.

The Colourburst, with its relatively cheap price and its support of 'true' 24-bit colour undoubtedly represents the best value, and is an ideal entry level machine.

The Harlequin costs between £1095 and £1395 excluding VAT. As the most well-known 24-bit frame buffer, it has attracted a great deal of attention, but in its cheapest incarnation it is no more powerful than the Colourburst.

The more expensive models include more system (video) memory, and allows you to perform double buffering switching between a main screen and a spare. A range of extras are available including video genlocks and 32-bit configuration (for special video effects).

The Imagic VB2001 from G2 is the most interesting system available for Pal systems. For £1750 excluding VAT, it includes a full video genlock and frame grabber. This means that you can immediately start grabbing images from a video recorder or camera, then overlay or mix them with your own video recordings. This is by far the most professional system, as it enables you to immediately start creating broadcast-quality videos. As an added bonus, it comes with its own paint package.

The final 24 bit board is HAM-E from Checkmate Digital priced at £299 for the basic model and £399 for the deluxe version. Although it does support pseudo 24-bit images, it doesn't work in the same way as the other boards featured. Apparently it uses a hardware trick to simulate 24-bit colour.

WHERE TO BUY

COLORBURST – HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel 0753 686000

HARLEQUIN – Amiga Centre Scotland, 4 Hart Street Lane, Edinburgh, EH1 3RN, Scotland. Tel 031 557 4242

HAM-E – Checkmate Digital, 80 Mildmay Park, London, N1 4PR. Tel 071 923 0658.

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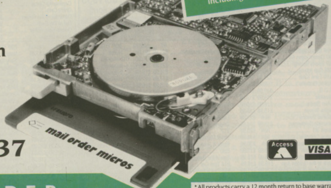

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KONIX KRAZY

One of the strangest releases this month has to be the Joystick Tester from Konix. Mat Broomfield shakes his thang.

KONIX
JOYSTICK TESTER

If you've had a computer for more than a year, chances are one of your joysticks has become faulty. If you happen to be lazy, or just dull witted, you'll probably just buy a new one rather than trying to locate the problem.

RED LED GREEN LED

If this sounds like you, then *Joystick Tester* is the answer. It's a small plastic unit on top of which are five LEDs, four of which are green and one red. The green LEDs are positioned at the four compass points, representing up, down, left and right on your joystick. The red LED is in the centre of the other four, and it is used to indicate the firebutton or autofire switch. At the bottom of the unit is a male D plug socket into which the joystick is plugged.

Moving the joystick in any direction should cause the appropriate LEDs to light up. Pressing fire activates the red one, and autofire causes it to flicker in time with the autofire pulses.

To be honest, there`s not a lot else I can say about this unit. It functions perfectly, but its uses are rather limited for the £14.95 asking price. I can`t believe that the *Joystick Tester* has been aimed at the general public, but if you own a computer shop or joystick manufacturing company I would imagine that it could become invaluable. For others, though, it may be an expensive luxury.

VERDICT

- **Works perfectly and saves time**
- **An expensive luxury – but invaluable to shops and joystick companies**

• • • • • • • • • • • • • • • • • • • •

KEYBOARDLAYABOUTS

The simplest things are often the best. A bit like Mat Broomfield, really.

Since the days of the ZX81, companies have been manufacturing cardboard overlays on which quick reference guides to specific software packages are printed. These are then laid over the keyboard so that all the information is instantly to hand. It seems odd, considering the enormous complexity of many Amiga programs, that no-one has thought to do Amiga overlays before now.

Silverbird's blank overlays are suitable for use with all Amigas except the 1000, which has a slightly different keyboard. They fit neatly over the keyboard, with holes cut for the keys to protrude through. The cardboard extends about an inch past the keys at the top and sides, and two inches at the bottom. It is on this extension that keyboard commands may be written.

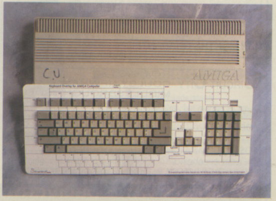
MAGNIFIER TIME

If you use small handwriting, you can fit about four three-word rows of text into the space allocated for each key. If these are colour-coded to represent shift, Alt, Amiga or Control keys there is enough space to include the commands of even the most complex programs. I tried mine with *Professional Page 2*, which uses just about every possible key permutation, including case sensitive combinations. Space was extremely tight, but with care (and a few abbreviations) I managed to squeeze every single command onto the overlay. I'm certain that there aren't any programs which use more keys, so anything else should be a doddle by comparison. One word of advice, though: it will save you a lot of time if you plan in advance what's going to be written on each key. I didn't and got into a complete mess!

The keyboard overlays are an excellent idea and well-implemented. At £1.00 each they aren't particularly expensive, yet can save you hours of rummaging through reference manuals. It would also be nice to see some pre-printed overlays for use with popular packages. I was annoyed to notice that there isn't a space for the Amiga keys marked on the overlay – but even so, when used with productivity packages, flight sims, or anything else that uses lots of keys, the overlays are worth their weight in gold. Available from: Silverbird Computing, 47 Barton Road, Harlington, Beds, LU5 6LG. tel: 05255 2614. Price £5.00 for 5.

VERDICT

- **An ideal solution to multi-key programs**
- **Cheap and easy-to-use**
- **A must for all types of Amiga user**



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STRIKE A PROSE

Mike Pugh looks at a new program from America which could turn you into the Noel Coward of the nineties.

Most of you will remember at least one of those half-forgotten grammar rules from your school days, such as 'i before e, except after c', but how would you cope with a split infinitive or a transitive verb? They might sound about as much fun as a ferret in your underpants, but if you want to polish your writing style you'll need to know what they are and how they work.

SENSITIVELY SPEAKING

Proper Grammar takes the slog out of the task. Even so, it's a mammoth job, because some of the rules to writing are flexible. The software is unique in that it checks each word within the context of the sentence and is less likely to flag words as being in error when the writer is being deliberately 'creative'.

Be prepared to wait when checking a large document – or run it on a hard drive. Although the package is great at spotting spelling errors, its dictionary is limited. This may make the spell checker fast, but it also means that you must revert to a paper dictionary to find the correct spellings. However, there is a user dictionary, which allows you to store your own words and phrases.

MSITEAKS !

When *Proper Grammar* spots a potential mistake, it will highlight the word or sentence and then offer a short explanation of the problem. Upon request, you can take a much more detailed look at the fault, drawing attention to how it could be better phrased. Although *Proper Grammar* can replace certain words and phrases, its real power lies in showing possible alternatives to your sentence construction. It does make mistakes, but you can turn off grammar rules if you think that they don't apply to your particular piece of text. This means that you can tailor the program to check technical pieces, simple memos or business letters, and not waste time having it report supposed 'errors'.

Proper Grammar is an accessory to your word processor, not a replacement! An important feature of this program is the built-in text editor, which allows you to create your own documents and then save them in various formats (such as *WordPerfect, Pen Pal, KindWords 2*, etc). However, it lacks many of the functions of even a basic word processor, and is really designed to complement and enhance it.

Price £69.95. Available from Gordon Harwood Computers, Dept CU/D2, New Street Alfreton, Derbyshire, DE5 7BP. TEL: 0773 836781, FAX: 0773 8310401

VERDICT

- **This excellent product lives up to its name and imports a wide range of text formats in an easy-to-use format.**
- **Needs external drive and 1Mb of ram. It's slow to use and its spell checker is American!**

QUICK SPEC

Proper Grammar reads in a text file and then uses a context-sensitive checking system (which can detect the use of the word 'their' instead of 'there'). This will analyse the writing and detect errors in syntax, usage, punctuation, spelling and style. It then corrects errors and offers detailed messages on why the correction should be performed.

C SAW

If you'd like to learn how to program in C, Paul Overaa's book, Mastering Amiga C, could what you're after. Chris Lee turns the pages.

This book has been written with the absolute novice in mind. It doesn't patronise, yet neither does it baffle with jargon and slang. One of the three most popular C compilers the book deals with (*North C*) is available via public domain. Basic concepts are clearly explained in the early chapters and readers should be capable of writing their first program within a couple of hours.

GENTLY DOES IT

Subjects covered range from basic numbering systems such as binary and hexadecimal, right through to the complexities of the Amiga intuition system. As the book progresses, new concepts are gradually introduced.

On the downside, a number of typographical errors and stupid mistakes mean that some of the examples wouldn't work if typed in as printed, marring what would otherwise be an essential reference piece for beginners.

Despite its faults, I would still recommend *Mastering Amiga C* to anyone with an interest in learning C programming. Supplementary reference books will be needed as you become more proficient, but its relaxed style aids understanding and makes learning a pleasure.

Paul Overaa
Mastering
Amiga
C
BSB

Available from: Bruce Smith Books, PO Box 382, St Albans, Herts, AL2 3JD. Tel 0727 41243. Price £19.95.

VERDICT

- **Easy-to-read and understand**
- **A good introduction, but marred by typing errors**

Learning to program in C takes a lot of effort and can be frustrating. However, the language does allow programs written in C on the Amiga to be transferred, virtually unchanged, over to the Atari ST, the PC, or any other computer which implements the language.

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music explosion

One of the best music packages available has just got better. Dale Wilks gets to grips with the latest version.

Music X is one of the most popular MIDI sequencers around, and you don't even have to own a MIDI keyboard to benefit from it. Coming in two versions, Standard and Junior, the latter is significantly cheaper and geared towards novices.

However, *Music X 1.1*, the update of the Standard version, on which we're going to concentrate, contains many advanced features that are ideal for the budding professional.

DIVIDE AND CONQUER

All of *Music X*'s operations generally take place over five different screens.

The Sequencer, which is the primary screen, contains the controls that allow you to record, edit and play your compositions. *Music X* builds songs – called performances – by specifying the order in which sequences, which are edited note-by-note in the Bar Editor, will be played. In this respect, it's similar to the numerous *Soundtracker*-type packages which build songs using patterns.

The Filters screen is used to process incoming MIDI messages before they are used by the rest of the package. For example, you can redirect certain notes to other channels, or obstruct their passage completely.

The Keymap Editor allows you to program keys on your MIDI instrument to trigger actions. You could, for example, program the bottom four keys on your keyboard to control the stopping, starting and recording of a sequence.

Finally, there's the Amiga Samples Page. If you don't own a MIDI instrument, you can load up to 16 samples into memory and play them using one of the Amiga's four internal sound channels.

There are plenty of options to help with the creation of professional, quality music. My personal favourites is a feature called Quantization. This allows you to play music in from your keyboard. *Music X* will then reposition your notes to ensure they fit exactly within your specified time signature.

Overall, this version is excellent value-for-money. It's a more-than-professional tool that can be used at home. Ideal for beginner, enthusiast and pro alike.

Music X, £149.99; Music X Junior, £79.99. From Software Business 0480 496497.

MUSIC X 1.1 MAIN ENHANCEMENTS

Multi Serial Capability: Can speak to a maximum of eight serial ports simultaneously, rather than the standard one.

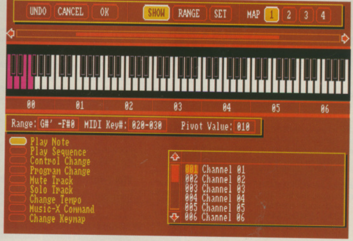
Event Sculpting: Allows you to 'Sculpt' MIDI information.

Sample Page Tuning Slider: Lets you update sample tuning in real-time.

Save Performance Switches: These are now stored with performance.

Lock Channels: You can lock the current channel with the Bar Editor.

Velocity Flattener : Works like the velocity scaler, except that it sets the velocity to a constant value rather than multiplying it by a percentage.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05
06
Play Note
Play Sequence
Control Change
Program Change
Mute Track
Solo Track
Change Tempo
Music-X Command
Change Keymap

Range: G#' -F#0 MIDI Key#: 020-030 Pivot Value: 010

001 Channel 01
002 Channel 02
003 Channel 03
004 Channel 04
005 Channel 05
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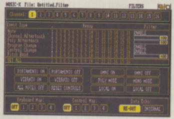
MUSIC-X File: Untitled.Filter
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Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
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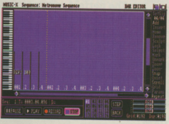
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Snap
Quiet
Scroll
Grid
Params
Repeat
PAUSE
PLAY
RECORD
STOP
STEP
BACK

Above: Three of the work screens which combine to make *Music X* so powerful. The main screen (*top*) offers access to hundreds of flexible editing tools, including filters and real-time keyboard recording.

BEGIN
END
CUE1
CUE2
CUE3
CUE4
SET
PAUSE
PLAY
RECORD
STOP

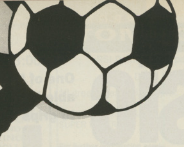
QUICK START **One of the great things about Music X is the speed with which you can start producing your own tunes. The 479-page manual describes everything you could possibly want to know in great detail. It also includes several quickstart tutorials.**

VERDICT

- Large selection of editing tools.
- Easy to use, no complicated displays.
- Excellent design, contains basically everything you could ever need.

SEE BELOW FOR COMPETITION

WIN



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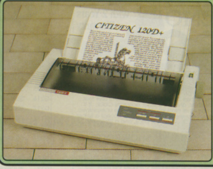

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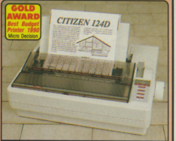

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Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

Which computer(s), if any, do you own? 55B

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G215	BATTLE PONG
G216	SEALANCE Sub sim game
G217	TRUCKIN' ON strategy
G111	CONQUEST space strategy
G85	ARCADIA Amos breakout
G92	DRAGON CAVE puzzle game

DEMOS

D14	HACKTRICK 'SMASHING DAY'
D32	BUDBRAIN 1 (2D)
D49	BUDBRAIN 2
D50	CRONICS TOTAL DESTRUCTION
D30	PREDATORS MEGADEMO (2D)
D24	SCOOPEX MEGADEMO
D45	BILLY CONNOLLY (2D)
D47	SHARE AND ENJOY 35
D15	KEFRENS MEGADEMO (2D)
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U223	PENNYWISE (home banking)

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JOURNEY INTO SOUND	and so it is
BARD IN A BOX	first disk from academy
POWERMUSIC	power lords music disk
FOOLS GOLD	good music from sanity
BANGING RAVES	music from intuition
STARLINE	select and listen tracks
TALK TO THE TREES	great sampled song
GOLF GAME	brill 2 disk sample
VOGUE CD PLAYER	looks and sounds good
VIVALDI	2 disk classical
DEMONS MUSIC	quality sounds

ANIMATIONS

ROTAMIGA (1.5meg)	neat ray traced anim
MORE CLASSY ANIMS	good quality
POGO (1.5meg)	good anim with sound
RANDI BRAZEN (1meg)	a bit x rated
UGLY MUG (1meg)	very good digi anim
THE MAGICIAN (1meg)	ray traced anim
STEVES ANIMS (1 TO 5)	very tidy work
FILLET THE FISH	very amusing
AT THE MOVIES (1.5meg)	brilliant
PUGGS IN SPACE	cute little alien
ANTI LEMMIN (2meg)	got to be the best
TIRRENO (1meg)	good ray traced anim
THE STORY OF A VIRUS (1meg)	neat
CAR ANIM (1meg)	great graphics
THE GYMNAST (1meg)	ray traced & tidy

GAMES

NESTOR	very good card game
MENTAL IMAGE GAMES (1meg)	fantastic
ARCADIA	good Amos breakout
AMIGA RACE (1meg)	get set and fire
MAHJONG	nice gfx good game
THE HOLY GRAIL (1meg)	good adventure
STAR TREK	2 disk space voyage
TRUCKING ON (1meg)	great 2 disk game
SHAPES	addictive puzzle game
MEGABALL	a great game of breakout
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LAZER-ZONE	arcade blast em!
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DESTINATION MOON	tricky space game
CHINA CHALLENGE	addictive puzzles
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NETWORK	superb a
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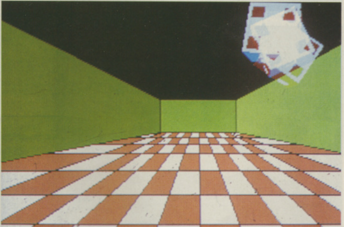
DEMONS III	great music & pic
AMIGA PARTY GRAPHICS	very tidy wor
LAUREL & HARDY (1meg)	cute 2 disker
DIGGY PICS	2 disks/brill pic
NEMESIS PROLOGUE	good artwor
NEMESIS CHAPTER 1 (1meg)	2 disk
UTOPHIA CARTOON SLIDES	fun pic
HYPERDISK 1	good pics and stor

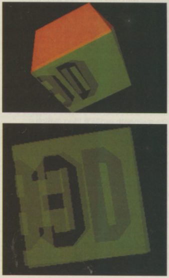
DEMOS

DOLLY MIXTURE 1	new look demo com
DOLLY MIXTURE 2	more of the same
MELTED EXPERIENCE (1meg)	brillian
TOTAL DESTRUCTION	crionics ol
GLOBAL TRASH	silents masterpiece
BASS MEGA	very good from France
SILENTS ICE (1meg)	nice one silents
ENIGMA	good phenomena demo
REBELS COMA (1meg)	brill classic
PULLING THE TRIGGER (1meg)	love this
BLUE HOUSE (1meg)	good demo and game
SCOOPEX CHROMIUM	very well made
REBELS MEGA II	neat gf
SYSTEM VIOLATION	great vector bobs
DO THE BARTMAN	sounds good
BUDBRAIN II	poor madonna
FRACTAL FLIGHT II (1meg)	plays wel
ACME MEGA (1meg)	very fancy
WIZZCAT TRASHCAN	cooool
TROPICAL SUNSET	well done silents
NEVERWHERE	neat demo from crionics
RED SECTORS MEGA	brill classic
CRIONICS MEGA	very good
VISION MEGA (1meg)	nice gf
UP FRONT COOL FRIDGE (1meg)	well done
VOI DEI MEGA (1meg)	good multi part
DEXIONS MEGA	quite tidy
INTERSPACE	good phenomena demo

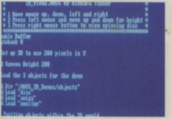
NEW Dimensions

For months now, the much-lauded *AMOS* has been filling the column inches in the press, and filling the spare time of the punters. And now comes the 3D version. Tony Dillon wonders whether the offspring will live up to its parent's expectations. . .





The 3D object modeller lies at the heart of *AMOS 3D*. It's where you'll create the weird and wonderful objects that will later be used as part of your AMOS program. It allows you to define far more complex objects than the rival *3D Construction Set.*



```
       ID_VIEW2.AMOS by Richard Vanner           *
*                                                *
* 1 Move mouse up, down, left and right          *
* 2 Press left mouse and move up and down for height *
* 3 Press right mouse button to view spinning disc  *
**************************************************
uble Buffer
toback 0

et up 3D to use 200 pixels in Y

 Screen Height 200

oad the 3 objects for the demo

 Dir ":AMOS_3D_Demos/objects"
 Load "disc"
 Load "amiga"
 Load "monitor"

Position objects within the 3D world
```

Rave or risible? Let's clear up one possible misconception. *AMOS 3D*, although capable of the same end result, bears little resemblence to Incentive's *3D Construction Kit.* In fact, the only real similarity is that all 3D objects are composed of customised cubes and other regular polygon objects. In keeping with the spirit of *AMOS*, this module – yes, it is an add-on module, not a stand-alone product – is incredibly versatile. Whereas the Domark/Incentive product had room for some imaginative uses, its primary task was to create Freescape games. *AMOS 3D* lets you do much more, with speed and memory restrictions the only limitations.

The product is composed of two separate but integrated packages, namely the Object Modeller and the 3D extension. The modeller is where all the object creation takes place, and is the only stand-alone part of the package. The extension part of the package works in BASIC, giving you the thirty or so extra commands used in the graphics manipulation of your objects as part of your programs. Let's look at the modeller first.

OBJECT MODELLING

On loading the Object Modeller, you are presented with a screen broken up into a dozen or so areas, most of which aren't indicated as they aren't in use. This keeps the screen as uncluttered as possible. The top two-thirds of the display is where your objects and basic shapes are displayed and manipulated, and the bottom third contains all the control icons, an impressive display of sliders and positive single step buttons. To create a simple starter block, you click the mouse pointer on one of the basic shapes at the top of the screen, and then copy it to one of the two large user-windows in the middle band of the screen using the copy icon. The product starts to amaze you as you can rotate your objects at speeds ranging from

```
                                                   000
                  Program interrupted at line 29
>> Wait Vbl
```

➤

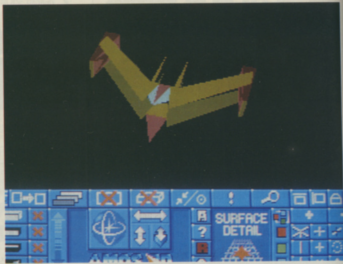
between 15 and 25 frames a second.

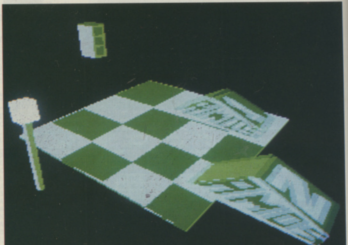
The 30 new *AMOS* commands are purely for placing and manipulating the objects you create in the modeller. Anyone familiar with *AMOS* will breathe a sigh of relief because, for the most part, the commands bear a striking resemblence to sprite manipulation commands with one important difference: when placed, the objects are displayed in a 3D 'airspace', with six variables used instead of two. These relate to the object positioning along the X, Y and Z axis, and the object-facing angle. For the most part, the instructions are in a simple syntax, and the design of the application is admirable. The concept of plotting a curved flightpath for the CU Amiga logo is frightening mathmatically, but in *AMOS 3D* it's a breeze. All that's needed to create a smooth arc is a loop, which contains an instruction to rotate the object at a set angle in a set direction, and then the FORWARD command to move the object a specified distance. That small example in itself should be enough to give a clear pointer to the ease of use of this package.

AMOS 3D is a stunning example of the power of *AMOS*, and the winner of this year's 'Most Versatile Product' award. If you have ever wanted to do anything with polygon 3D graphics, then the chances are that this is the title that will help you do it.

VERDICT

- **3D modeller that's multi-faceted**
- **Easy to create and manipulate polygons**
- **Undoubtedly the best of its kind**





COMPARED AND CONTRASTED

My biggest gripe with the *3D Construction Kit* is the fact that everything is composed of right angles, giving creations a decidedly 'boxy' feel. *AMOS 3D* works in all 360 degrees, allowing you to create the exact object you need. Although the basic shapes are essentially cuboid, the amount of reshaping possible is staggering. Sides of faces and even vertices can be moved around freely, meaning that your five- or six-sided shape needn't have a 90 degree angle to it. More and more shapes can be glued on at any angle, giving the sort of geometric freedom only previously possible with a degree in higher mathmatics and some heavy programming knowledge. Add to that the ability to place designs on the faces of your object, be they one of the three predesigned basic geometric shapes or one of your own devising, and perfection is reached. What more could you possibly want?

3D objects are manipulated using a set of tailor-made extension commands which are installed as part of the standard *AMOS* command library.

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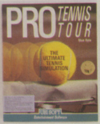

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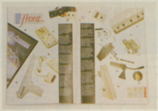

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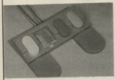

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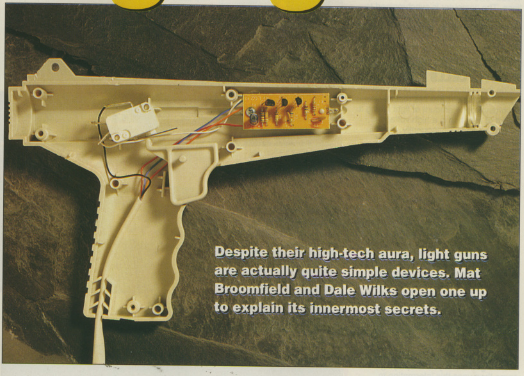
Lightguns



Despite their high-tech aura, light guns are actually quite simple devices. Mat Broomfield and Dale Wilks open one up to explain its innermost secrets.

The term 'lightgun' is actually a bit misleading because it evokes images of guns shooting pulses of light all over the place. In actual fact the light is being fired at the gun from the TV or monitor screen, and the only pulse fired by the gun itself is an electrical one sent down its cable to the computer.

To understand a lightgun, you must first know a little bit about the way a TV works.

MONITORING THE SITUATION

The inside of your TV screen is coated with a thin layer of phosphor atoms. These atoms glow red, green or blue when hit by an electron. The faster the electron is travelling, the brighter the

FLY ME TO THE MOON

Although it's very difficult to detect, light exerts pressure on everything it touches. Although this pressure is infinitesimally small, under the right conditions it has enough power to move objects.

Isaac Asimov wrote a book about just such a possibility over twenty years ago. In his book, a number of teams took solar yachts out beyond the Earth's gravity and, using the pressure from the Sun on their football field sized sails, raced to Mars.

It seems that fact has caught up with fiction because last year it was announced that a number of teams from around the world are maijg plans for the first ever solar sailing race. Obtaining their propulsion from solar winds, the gossamer weight craft intend to race to the moon and back. Ironically, the hardest part of the project is finding a way to store and unfurl sails that cover thousands of square meters.

Although no firm date has been set for the race, it's expected to take place some time between the years 1995 and 2000.

Lightguns

phosphor atoms glow. The electrons are fired at the phosphor by 'guns' at the back of the TV.

To generate an entire picture, a number of guns (usually three) fire electrons extremely quickly at every atom of phosphur on the screen. Starting at the top of the screen they move from side to side in rows working their way downwards. These rows are called scan (or raster) lines. The computer is synchronised to these guns so that it always knows exactly what part of the screen is being fired at. The computer then knows how bright the light should be at any given point on the screen.

PHOTO CELLS AT DAWN

Inside the lightgun is a tiny photo detector. This light sensitive cell reacts according to the amount of light hitting it. If a lot of light hits it, a high voltage is generated and, consequently, if a little light hits, a low voltage is generated. The difference between the maximum and minimum voltages is extremely slight, so it is magnified using a gain amplifier which then generates a more measurable signal. This signal is transmitted back to the computer in the form of an electrical pulse.

PULSE MONITOR

By constantly monitoring these pulses, the computer can work out the intensity of the light hitting the light detecting cell. By cross referencing this information with what it knows about the current position of the scan lines, the computer can calculate exactly where you are pointing the gun.

FIRE!

When you pull the trigger, it's simply a matter of feeding the location of the gun into the game that you are playing. The game then uses this information to determine whether you've scored a hit or not.

PHAZE OUT

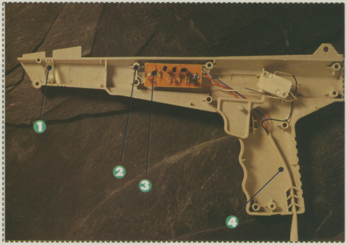
You can buy an Amiga lightgun from Welsh-based Trojan Products. The gun comes complete with two games, and others are already available. Having produced lightguns and lightpens since the early Eighties, Trojan have some expertise in the field. They also produce a lightpen which uses almost identical technology to the lightgun. The lightpen allows you to use your favourite art package and draw directly on the screen. The pen also works with most other applications and simulates the mouse when in operation. Both products cost £39.99 and you can find out more details from Trojan on 0554 753 378.

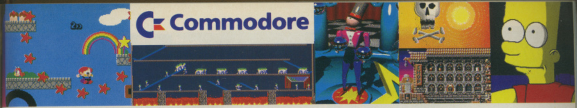
If you prefer your action to be more realistic, you could always take a trip to Laser Quest in Peckham. Players are equipped with futuristic jump suits and computerised body packs which keep track of any hits or kills that you may sustain or deliver. The game is played in a futuristic arena and, by all accounts, is said to be very enjoyable. For more details call 061 228 2231.

FIRESTAR
AMIGA
Skeet Shoot
ORBITAL DESTROYER
ENFORCER

KEY:

1. Lens focuses light on to ...
2. Photocell which sends a tiny current to ...
3. The Gain Amplifier which magnifies the signal and transmits via ...
4. The cable to the joystick port of the Amiga.





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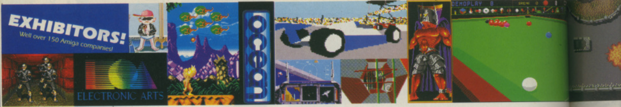

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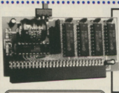

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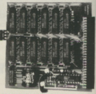

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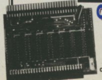

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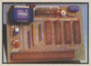

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To celebrate the release of their latest joystick, Sonmax have generously offered 30 superb prizes for CU readers to win. The prizes are arranged into four categories: music, games, toys and Sonmax. The winner of the music category will walk away with the top ten CDs (or the top fifteen albums), whilst the games winner will collect the top five games for their Amiga. Three winners in the toy category will each pick up a remote controlled hovercraft, and 25 Sonmax winners will pick up a brand new *Terminator* joystick fresh from the production line.

WHAT YOU HAVE TO DO

Select a category and answer correctly all the questions within:

MUSIC

1) Name Bryan Adam's record-breaking No1?
2) Name any Beatles song with the word love in it.

GAMES

1) Name Rainbow Arts' unreleased Mario Brothers clone.
2) Which publisher released the Terminator II game?
3) Complete the game title: Mega Traveller 1 The … …

TOYS

1) Does the helmsman of a hovercraft need a driver's, an air pilot's or a sea captain's licence?

SONMAX

1) Who played the T800 Terminator in both films?

When you've worked out the answers, write them down on a postcard or the outside of a sealed envelope and send your entry to

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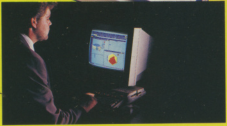

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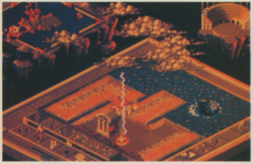

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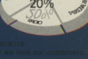

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THE ONLY BUYER'S GUIDE WORTH READING. . . .

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Welcome to the blistering blues. Thirty-two pages of hints, tips, buyers guides, tutorials, comment, analysis and charts. No other Amiga-only magazine gives you so much information, so turn the pages to be informed, educated, and, we hope, stimulated. . . **Page 196** Sixty 'serious' products tested in our **Buyer's Guide**, so browse before you choose . . . **Page 199** want a phone number to hand? Try the Blue Pages' answer to the yellow ones. . . **Page 204** your Buyer's Guide to new and classic games; it's the most comprehensive round-up of its kind. . . **Page 210 Right, Said MED**, the first of a pack of three music tutorials, what more could you want for the weekend, sir?

Page 212 your technical Questions and Answers. . . **Page 217 Competition Results** – well, have you won a wonderful prize? . . . **Page 218 Games Helpine**. . . **Page 220** Inside Information: DIY, charts, club news and diary dates. . . **Page 224** Your chance to answer back in Backchat. . . **Page 226 Points of View** – the debate starts here.

blue pages

buyers guide

Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...

ACTION REPLAY II

Datel Electronics

0782 744707 £59.95/£69.95

(A500/A1500)

Programming the Amiga can sometimes be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as Devpac 2 or Argasm but your problems don't stop there. With Action Replay II you can now examine your code whilst it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load almost any game and examine other programmer's code, look through memory, and save graphic images, play and save Soundtracker modules and samples, even put cheat modes in games and, to top it all, you never need to load this wonder widget. You just plug Action Replay into the side of your machine and forget about it. Warning! Action Replay II only works with machines with less than four megabytes of memory.

★★★★★

AMIGA GENITIZER

Datel Electronics

0782 744707 £129.99

Using art packages like Deluxe Paint IV or Photon Paint can be a bit tricky for some people using the mouse. Now these unhappy Amiga artists can stop pulling their hair out because the Genitizer is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a Deluxe Paint template for easy use.

★★★★

AMIGA REPAIRS

FMG

0733 391234 £57.45

If you've had a fault with your Amiga in the past you will know how much it costs to repair. FMG is the National Repair Centre for Commodore so the work that's carried out on your machine is the best you will find.

★★★

AMOS

Europress Software

0625 859444 £49.99

There are a fair number of BASIC programming languages on the Amiga but nothing to top AMOS. The icon-driven interface and concise screen display make it a pleasure to work with. AMOS incorporates an extensive library of over 500 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally, software (blitter) and hardware sprites, copperlists for rainbow colour bars like in the Turrican II (Rainbow Arts) and James Pond (Millennium) games, and a Soundtracker/Noisetracker player. Some useful utilities are included with AMOS for editing sprites, pictures and animations. AMOS runs at such a fast speed that you can produce quality home-grown games.

★★★★

AMOS 3D

Europress Software

0625 859444 £34.99

NEW

Almost every Amiga owner has seen solid-3D Vector images at some time, either in a Red Sector demo or games like Thunderhawk (*Core Design*) and Jimmy White's Whirlwind Snooker (*Virgin Games*). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. AMOS 3D is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon driven and supplied with a comprehensive manual. AMOS 3D was written by *Voodoo Software*, the folks behind a 3D game for Electronic Zoo called Xiphos.

★★★

AMOS COMPILER

***Europress Software* 0625 859444 £29.99**

For those who are not sure what a compiler does, it's very simple. Honest! After writing your blockbuster on AMOS you now have the option of converting it into stand-alone machine code using the compiler. Once you have compiled your game it now reacts just like a normal game and you can start it from the CLI without loading AMOS. The only problem is it may run too quick to play, so you will have to incorporate some routines to slow your game down. Hurrah!

★★★★

ARGASM

Argonaut Software

081 906 4253 £49.95

This package is almost the same as Devpac but incorporates a few alterations such as a much up-rated assembler and some new editor functions. Sadly, this isn't the most friendly package on the market. For instance, the assembler is very fussy about what it will accept.

★★★★

ATONCE-AMIGA

SDL

081 309 5000 £199

Why people should need to turn the Amiga into a boring PC is beyond us! For a few years Vortex has been working on the ATonce-Amiga making it better all the time. The system now incorporates an Intel 80286 processor, CGA/EGA and VGA graphics compatibility and reads MS-DOS disks using the standard drive. The card is very easy to install: lift the A500 cover and replace the 68000 CPU with the ATonce-Amiga card. The latest version of DOS, V.5, will cost in the region of £55.

★★★

BARS AND PIPES PRO

Precision Software

081 330 7166 • £225

This has been the best MIDI package around for last few years. The functions in the new Pro version have been upgraded. With an optional internal sound program, you can use the standard Paula sound chip of your machine.

★★★★

BOOKS

Abacus

021 706 1188 £various

The manual that comes with your Amiga is pretty difficult to understand and doesn't go into too much depth. Abacus publishes a complete range of books for beginners and advanced programmers alike. Each book is well presented and includes good

descriptions, working examples and an optional disk including all the program listings. Ever-expanding range includes Amiga for Beginners, Amiga Basic, Amiga DOS, Making Music and Amiga Machine Language. Check your local book store and ask for the complete list.
★★★★★

CD-ROM DRIVE

Commodore
0628 770088 £TBA
New kid on the block, CDTV, has been available for some months now. As more and more software emerges, owners of the standard Amiga can only sit back and watch. Commodore is planning to shortly release an external CD-ROM drive allowing anybody with a one megabyte machine to play CDTV software. No price fixed as yet, but expect to pay around £350.
★★★

COLOURPIC

JCL Business Systems
0892 75791 • £399
For a professional real-time full colour digitiser the ColourPic is probably the best and also the most inexpensive. Blessed with the ability to save files in all graphics modes, making it the perfect tool for any kind of work. For an extra £100, JCL will include a quality genlock to merge graphics on real-time video. !
★★★★

DELUXE PAINT IV

Electronic Arts **0753 549442**
£89.99

NEW

Since the beginning of time there has always been Deluxe Paint. Only just out on the streets, Deluxe Paint IV is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image, Anti-aliasing to remove all those jagged edges, metamorph from one object to another and colour mixing to find that perfect shade. If that wasn't enough, you now have access to the famous, and very gorgeous, HAM graphics mode with all 4096 colours to use at the same time. With all these functions and the ability to switch between screen modes, this becomes the best art package on the market today. So, if you're just starting out or already an experienced graphic artist Deluxe Paint IV should be on your Xmas shopping list. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £65 to £45.
★★★★★

DEVPAC 2

Hisoft **0525 718181 £39.95**
Even though there is so much programming done on the Amiga, there are only a couple of professional assemblers available. With a text editor that out performs a lot of word processors, Devpac is used by commercial software developers. There are some really dreamy features incorporated into this top title, including a fast macro assembler and built-in debugger. This should be your first choice if you are just starting out.
★★★

DIGI-VIEW GOLD

NewTek **0753 686000 £149.95**
Can digitise images in any of the Amiga screen modes, even hi-res with an amazing 4096-colours. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in Deluxe Paint. Very easy to use, just plug it in and away you go.
★★★★★

LIGHT AND MAGIC

Rendering is the form of image building normally used by special effect companies to produce life-like computer graphics. First they make a 3D line image, also known as a vector graphic, then use a render package to fill in the blank spaces with the correct colour, light and shadow. Amiga rendering software costs approximately £150-£600. Warning! It can take hours to render a single frame.

EXTERNAL FLOPPY DISK DRIVE

Evesham Micros **0386 765500**
£51.99
Evesham Micros has the perfect device for Amiga owners who don't require any special frills from their drives. Just plug it in and away you go.
★★★★

FUN SCHOOL 3

Europress Software
(0625 859444) £24.99
Teaches young children the principles of letters, numbers, colours, shapes and action words through the use of six learning programs which automatically adjust to your child's abilities. Fun School 4 should be out soon.
★★★★

HAM-E

Checkmate Digital
071 923 0658 £299/£399
Even though the Amiga has some the best graphics available on a home computer, it is still very limited. HAM-E is a 24-bit graphics adaptor that lets you display 256- or 512-colours at once on a resolution of 384x560 on the standard version or 768x560 in hi-res. Both versions are supplied with all the required connections and two professional software packages.
★★★

KCS POWER PC

Bitcon Devices **091 490 1919**
£234.99
Much the same as the ATonce-Amiga except the KCS card plugs in under the machine through the trap door. When not in PC mode you can use the card as a memory expansion. The KCS only supports Monochrome, Hercules and CGA. EGA and VGA will follow. Supplied with MS-DOS 4.01 and GW Basic.
★★★

MASTER SOUND

Microdeal **0726 68020**
£39.95
If, after looking through all the Public Domain lists of Soundtracker music and dissecting hundreds of tunes you still cannot find that perfect sound, the only thing to do is sample them yourself! Using Master Sound there are no limits to the achievable sounds. That racing game you're designing could sure benefit from some meaty effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Only the foolhardy will attempt to capture real thunder, though. Simply record these sounds onto tape, play them into your Amiga via Master Sound, then load Noise Tracker or Quartet and place the new sound into your piece of music or game. Hey presto, your software is enlivened with realistic audio just like the professionals. Master Sound is supplied with a cartridge for sampling and editor software to modify, merge and save your samples.
★★★

MIDI INTERFACE

Evesham Micros **0386 765500**
£19.95
For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying cheap, you never know, after a couple of days you might hate it!
★★★

MUSIC X

Software Business **0480 496497 • £50/£99 (Junior/Full)**
Professional MIDI software almost the same as Bars and Pipes but not as friendly. Icon-driven with up to 250-track recorder. Hasn't the ability to use the standard sound chip. Music X Junior is a cut-down version with fewer features.
★★★★

NOISE TRACKER

Any PD Library **Around £2**
Your Amiga is well suited to playing sampled noises, the problem is to combine and string the samples together to make music. With the aid of Noise Tracker you can load up to 32 samples into memory and simply play them using keys on the Amiga. You're even able to put a few bars together, just

click on an icon and the machine will remember which notes you have played. When you've finished simply play them back with just a click of the mouse button. If it sounds a bit rough at first you can always do fine alterations. After completing a few bars you can rearrange them if necessary and listen to your final composition.

★★

NOVIA HARD DRIVE

Power Computing **0253 734218 £399**

NEW

An American company named ICD has started shipping mini-drives and control cards for the Amiga A500. The difference between these, and the standard hard drives, is that they fit inside the A500 case, thus allowing other peripherals to use the edge connector. There are two versions of the Novia drive: 20Mb and 30Mb.

★★

PC880B POWER DRIVE

Power Computing
0234 843388 £65

NEW

Now that almost every title available on the Amiga requires an average of three disks, it's about time you upgraded your system by adding two or more drives. The Power Drive is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a thru port allowing more drives to be connected.

★★★★★

PEN PAL

Gordon Harwood Computers
0773 836781 £79.95

Much the same as Wordworth really. Pen Pal has a 100,000 word dictionary, spell-checker and can input graphics into files. Would-be Shakespeare's can simultaneously edit up to four pages. Well-presented 250-page manual and easy to use. Database software included in the price.

★★★★★

PERSONAL FINANCE MANAGER

MichTron/Microdeal
0726 68020 • £29.95

A very easy to use package that allows you to be in complete control of your money worries within a couple of hours. Fully icon-driven with such features as 2D and 3D bar-graphs, pie charts, calculator and budget planner.With a 30 day full money back guarantee when bought direct from MichTron, this has to be the safest money you will ever spend.

★

PRIMA HARD DRIVE

Power Computing
0253 734218 £499

NEW

Another internal hard drive from ICD. This one fits in place of the floppy disk drive, a shuffleboard is used to relocate the external drive to (DF0:). Available in 42Mb and 105Mb versions.

★★

GET THE PICTURE

Genlock's are commonly used by TV stations to put computer-generated text and graphics over ordinary video images. These add-ons are great if you're making home videos and want a professional look. Prices range from about £100 to £2000 for the NewTek VideoToaster. This enables you to manipulate several video sources using simple fades, picture-in-picture or complex animations.

PRO-RAM PLUS

Datel Electronics **0782 744707**
£24.99/£34.99 (with battery backup)

Normal half-megabyte memory upgrades only extend your computer's FAST memory, Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the blitter to access the upgrade. Highly recommended.

★★★

PRO SAMPLER STUDIO II+DATEL JAMMER

Datel Electronics **0782 744707**
£69.99

As the Amiga is a stereo machine you should be able to digitally record stereo sounds, Pro Sampler is used for just that. A software package is included for mixing, cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a thru port to accept a hard drive or Action Replay cartridge.

★★★★

QUARTET

Microdeal **0726 68020 £49.95**

Basically the same as Noisetracker or Soundtracker with a few extra options, including sound editor for changing samples and use of an external keyboard.

★★★

RAM MASTER II

Datel Electronics **0782 744707**
£99.99

Some application software requires about two megabytes of RAM to perform properly, Ram Master has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. Installing the upgrade invalidates the warranty of your machine.

★★★

REAL 3D

Alternative Image **0533 440041 £299**

NEW

One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 24-bit graphics adaptors, the concept of photorealistic imagery is here. Real 3D consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated with a small external program. Real 3D can run on a standard Amiga with one megabyte of memory but it might take a bit of time to render a full pixel-sharp picture.

★★★★★

REFERENCE HARD DRIVE

Evesham Micros **0386 765500**
£299/£449

The price of hard drives is continuously decreasing, at Evesham Micros they have just released the Reference Hard Drive. Either 40Mb or 100Mb versions are available with a choice of either 2Mb or 4Mb internal memory upgrades. Supplied with Mr Backup Pro to backup your hard drive to floppy disks or a tape streamer.

★★★

ROCGEN GENLOCK

Evesham Micros **0386 765500**
£114.99

Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software developers this enables them to watch videos whilst working. Genlocks are used by several TV programmes including LWT's Chart Show on Saturday mornings.

★★★

SEIKOSHA PRINTERS

Silica Systems **081 309 1111**
£see text

Silica offers a wide range of printers for the Amiga with a £117 starting price for a 9-pin machine capable of 192cps (draft) and 48cps (NLQ). Also available is a Notebook 24-pin dot matrix model for £431 running at 144cps (draft) and 60cps (LQ). All printers are sold with a free starter kit including a 1.8 metre cable, 200 sheets of paper, 100 sticky labels and a disk containing the correct drivers.

★★★

THE BIG SCREEN

How do you fancy adding another 16.7 million colours to your next graphics extravaganza? A 24-bit adaptor is just the device for you. The number 24 refers to the number of control bits allowed for each pixel on the screen. On a standard 16-colour screen, for instance, there are only four control bits. Software support for 24-bit graphics gadgets is good with plenty of high-end rendering packages readily available. Expect to pay from around £300 to over £1000 for the card itself.

STAR LC-20

Star Micronics **0895 252131**
£199

NEW

For many years the most trusted printer in the computer industry was the Star LC-10. The successor has a new case design and prints faster at 180cps (draft) and 45cps (NLQ). The LC-20 is supplied with traction feed and parallel interface.

★★★

STAR LC-200

Star Micronics **0895 252131**
£259

The LC-200 colour printer enables you to output Deluxe Paint and Photon Paint pictures onto paper in true colour. Using a four colour ribbon, the LC-200 is able to reproduce almost any colour. Available with 9-pin or 24-pin print head.

★★★★

SUPERBASE 4 PRO

Precision Software **081 330 7166 £120**

Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your aunties and uncles. Superbase 4 Pro is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy to use program with good screen output on both monitor and TV.

★★★★

SUPRA MODEM 2400/9600

Surface UK **081 566 6677**
£149/£499

Zapping around the world over the phone line is fun thanks to growing number of bulletin boards. As a result, Public Domain software is becoming easier to obtain. Simply plug the modem into your computer and phone line. The supplied K-Comm software will quickly get you up and running. Available from Surface UK are the Supra Modem range - including 300-, 2400- and now 9600-baud modems (higher the baud number, quicker the data transfer, lesser the phone bill).

★★★★

TELETEXT ADAPTOR

Microtext **0705 595694 £146**

You don't need to buy a new television set to read the teletext service, with Microtext you can access all pages from Ceefax and Oracle and save them to disk or print them out. Microtext allows you to display two pages at the same time, have instant access to the 16 previously received pages, text-to-speech facility and true Fast Text.

★★★★

TRACK DISPLAY DRIVE

Evesham Micros **0386 765500**
£64.95

If you wish to keep an eye on what your disk is doing while it's hidden inside the drive, Evesham has come to the rescue with a drive that has a useful LED display on the front panel that informs you of which track the drive is currently reading. This can help you find tracks on a disk that are faulty or protected.

★★★

VIDEO DIGITIZER II

Datel Electronics **0782 744707**
£89.99

Capturing video images on the Amiga is now a very easy task. With Digitizer II you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, RGB, then digitising each colour to produce a full colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into Deluxe Paint. The RGB Splitter costs an extra £79.99, but it's worth every penny.

★★★

VISTA PRO

HB Marketing **0753 686000**
£79.99

NEW

Creating a realistic-looking landscape inside your machine has never been easier. Vista Pro is probably the best and most friendly to use fractal generator running on an Amiga. As soon as you load it up you're ready to start your job of Land Supervisor. The manual is very easy to follow and well presented but there is no real need to read it as the program is fully icon controlled. Rendering your final map is a bit sluggish but the finished image is well worth waiting for. Vista Pro will accept a 24-bit graphics adaptor without any problems.

★★★★★

WORDWORTH

Digita International **0395 270273 £129.99**

NEW

Word processing on the Amiga has been becoming more and more professional over the last couple of years. Wordworth allows you to incorporate Deluxe Paint pictures into your files and will layout your text around the image. Being totally icon-driven you shouldn't have any problems. A spell checker and thesaurus are included. The complete package comes ready to run but you will need at least one megabyte to work on files of any length.

★★

ZY-FI

Evesham Micros **0386 765500**
£39.95

If you are still listening to your Amiga's amazing sound through your old TV set then it's about time you experienced true stereo sound. Supplied with it's own power supply, ZY-FI plugs direct into the Amiga's sound ports and amplifies the sound through the supplied speakers.

★★★★

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buyers guide

Welcome to the pleasure dome! Sit back, relax and read through the definitive guide to the greatest and latest games available today...

RATINGS	
★★★★★	supreme
★★★★	excellent
★★★	good
★★	fair
★	dodgy

ALIEN BREED

Team 17 **£24.99 Shoot'em-up**

NEW

Similar in play style to Gauntlet but enhanced by exceptional audio video delivery. Inspired by the imaginative Ridley Scott movie. Requires one megabyte of memory.

★★★★

AMNIOS

Psygnosis **£25.99 Shoot'em-up**

NEW

Playable eight-way scrolling shooter utilising ideas pioneered by classic arcade games like Asteroids and Defender. Weird and wonderful backdrops and sprites.

★★★

ARMOUR-GEDDON

Psygnosis **£25.99 Arcade Simulation**

Chance to drive or fly six different types of vehicle in a futuristic fusion of simulation, strategy and shoot'em-up. Full marks go to Psygnosis for this first foray into the genre. Scores over the cult classic Carrier Command from Realtime Games/Rainbird. Experts can try their luck against another human player via head-to-head computer datalink.

★★★★

BARBARIAN II

Psygnosis **£25.99 Arcade** Adventure

NEW

Hegor the Horrible is back in a hacker slasher which, unfortunately, doesn't live up to the Shadow of the Beast style of presentation.

★★

BAT

Ubisoft **£29.99 Arcade Strategy**

Another example of, erm, the French way of doing things. Space adventure come interactive comic.

★★

BATTLE CHESS

Interplay/Electronic Arts **£24.99 Strategy**

Nobody can do anything special with chess, right? Battle Chess is a very amusing adaption of the ancient board-game with over four megabytes of 3D animations, stereo digitised sound effects and ten levels of play. The presentation is so good, you'll find yourself sacrificing a knight just to see the rook transform into a rock monster and crush him to bits. Modem capability for long distance play. Sequel is nowhere near as good.

★★★

BATTLE COMMAND

Ocean **£24.99 Arcade Simulation**

Blend of sci-fi shoot'em-up and strategy from Realtime Games of Carrier Command fame.

Advanced 3D graphics and a plethora of missions.

★★★

BEAST BUSTERS

Activision **£24.95 Shoot'em-up**

Elevator-laden buildings populated by a bunch of strange zombies just itching to be shot with an Uzi machine gun... sort of like your local supermarket on a Saturday morning.

★★

BILL & TED'S EXCELLENT ADVENTURE

Capstone Software/Accolade **£24.99 Arcade**

Hey man, like totally bogus entertainment. This could have been a most excellent time travelling experience. Wipe out, dudes!

★

CADAVER

Imageworks **£24.99 Arcade Adventure**

Pays homage to the outstanding isometric-3D games produced by Ultimate in the Golden Age of Arcade Adventures. The Bitmap Brothers pack the five levels with quality puzzles and graphics. If only they'd added a bit more action, too.

★★★

CAPTIVE

Mindscape **£24.99 Role Playing Game**

Veteran programmer Tony Crowther's 'Dungeon Master in space' has an almost infinite number of levels and a sometimes bewildering array of collectible gadgetry.

★★★★

CENTURION: DEFENDER OF ROME

Electronic Arts **£24.99 Arcade Strategy**

The creative force behind the legendary Defender of the Crown turns his attention to the Roman Empire. Command legionnaires on the battlefield, construct a fleet of boats, catch a gladiator show, and try to seduce Cleopatra. Carry on, gamers!

★★★

CHAMPION OF THE RAJ

Mirrorsoft **£25.99 Arcade Strategy**

Catch the laughable Captain Pugwash animation in Level 9's answer to those Cinemaware 'Interactive Movies' like Defender of the Crown and It Came from the Desert. Somewhere along the line that whole affair falls flat... about 23 seconds after inserting the disk, in fact.

★

CHUCK ROCK

Core Design **£24.99 Platform**

Prehistoric lager lout travels through five levels made of jungles, caves, underwater passages and ice chambers before a finale in the dinosaur's graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete. Ungabunga!

★★★★

CORPORATION

Core Design **£24.99 Role Playing Game**

Science-fiction scenario throws players in a sprawling corporate building overrun by particularly nasty security guards. Have you got what it takes to be a cyberpunk commando and reach the genetic laboratory in time? Add-on mission disk ensures long-term interest is cranked up.

★★★

CRUISE FOR A CORPSE

Delphine/US Gold **£25.99 Adventure**

NEW

Gripping stuff from the Parisian software company. Agatha Christie style murder mystery using the Cinematique system. Full of French flair, especially the black and white 'flashback' sequences.

★★★★

DEATH KNIGHTS OF KRYNN

SSI/US Gold **£30.99 Role Playing Game**

NEW

Latest in the seemingly popular Advanced Dungeons and Dragons series. Visually inferior to the likes of Eye of the Beholder and Chaos Strikes Back.

★★★

DEUTEROS

Activision **£25.99 Strategy**

Space opera about as interesting as playing with a number-crunching spreadsheet. Still, some people out there will get a kick out of this follow-up to Millennium 2.2... won't you Mr Ashton of Leigh-on-Sea?

★★

DUNGEON MASTER

FTL/Mirrorsoft **£29.99 Role Playing Game**

One of the most popular computer games of all time. It's your party of adventurers and you'll fight monsters if you want to. Excellent blend of playability, lastability and atmosphere. Downside? Looks a little dated in comparison to more modern games like Eye of the Beholder (SSI/US Gold) and Captive (Mindscape). Chaos Strikes Back (FTL/Mirrorsoft)

also uses the Dungeon Master game engine. Requires one megabyte of memory.
★★★★

ELF

***Ocean* £24.99 Platform**
Enjoyable enough romp with more than a few surprises. Promising start for newcomers Nirvana Systems.
★★

ENCOUNTER

***Novagen* • £19.99 • Shoot'em-up**
Translation of the old 3D blast on the Commodore 64, looking tame by today's standards.
★★

EYE OF THE BEHOLDER

***SSI/US Gold* £29.99 Role Playing Game**
A Dungeon Master clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D roleplaying with improved characters and story.
★★★★★

F-15 STRIKE EAGLE II

***Microprose* £34.99 Simulation**
Another in the long-line of quality flight-sims from Microprose. Fly hundreds of missions in six warzones around the world, including the Persian Gulf, Vietnam and Central Europe. Probably the best ever Amiga flight-sim… until the next one takes off!
★★★★★

F-29 RETALIATOR

***Ocean* £24.99 • Simulation**
More an arcade game than a straight flight simulation, F-29 is brimming over with fast solid-3D graphics and fair number of 'bugs'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Runcorn-based developer Digital Image Design is currently working on Robocop 3 and Epic, Ocean's answer to the award-winning Wing Commander.
★★★★

FLAMES OF FREEDOM

***Microprose* £34.99 Arcade Strategy**

NEW

Even after all these years, Lords of Midnight programmer Mike Singleton can still cut it. Midwinter II is a technically awesome 3D adventure with 22 different forms of transport, over 1,000 intelligent characters, dozens of useable weapons and the equivalent of 1,000,000 square miles of terrain to explore. The nearest a computer game has ever come to a James Bond movie.
★★★★★

FLIGHT OF THE INTRUDER

***Spectrum Holobyte/Mirrorsoft* £34.99 Simulation**

NEW

Superior 'game-of-the-novel' with everything you could expect from this style of software. Based around the exploits of American carrier aircraft jocks during the Vietnam war.
★★★★

GODS

***Renegade/Mindscape* £24.95 Platform**
Another corker of a game from the prolific Bitmap Brothers. Highly impressive graphics complemented by a wide range of multi-layered sound effects and samples. Utilises a novel system which makes the computer-controlled opponents respond intelligently to the actions of the player.
★★★★

GREAT GIANA SISTERS

***Rainbow Arts* £N/A Platform**
Just to be trendy, here is the ultimate underground hit. Nintendo forced this game out of punters reach because of its likeness to the mega-successful Super Mario Bros series. Praise indeed, pity the game is no longer available on the open-market.
★★★★

HEAD OVER HEELS

***Ocean* £7.99 Arcade Adventure**
This transfer of the old Spectrum game has been well worth the wait. Primitive graphics and sound but phenomenal gameplay. Hopefully, this could pave the way for adaptions of some of other eight-bit classics like Aliens, Delta, Forbidden Forest, Lode Runner, Lords of Midnight, Park Patrol, Pastfinder, Raid on Bungeling Bay, Thrust, and so on.
★★★★★

HUNTER

***Activision* £29.99 Arcade Strategy**
Overshadowed by the recently released Flames of Freedom. Activision should have rushed this game out last year.
★★★

JIMMY WHITE'S WHIRLWIND SNOOKER

***Virgin Games* £24.99 Sport**

NEW

Ace coder Archer Maclean delivers the goods once again. Who could have guessed a simulation of snooker could be this good? Plays like a dream.
★★★★★

KICK OFF 2

***Anco* £24.99 Sport**
Simply the best computer simulation of soccer to ever invade the silicon chip. Once the fast pace and intuitive gameplay have been tasted, you'll never go back to anything less. You can't afford to miss this one, especially as Anco occasionally releases add-on disks with special tactics data for use during play. Programmer Dino Dini is currently working on Player Manager 2 and Kick Off 3.
★★★★★

KING'S QUEST V

***Sierra On-Line* £40.85 Adventure**
Yet another example of the classy fantasy graphic adventures coming over from our American cousins. Attractive to both novice and master. What about that price, though?
★★★★

IK+

***System 3* £9.99 Beat'em-up**
Definitive example of the genre from maverick programmer Archer Maclean. Looks and sounds like a Bruce Lee martial arts movie, incorporating frantic combat and a great sense of humour. Dramatic sampled sounds and super smooth animation of head-butt, face slap and gut punch moves make the game virtually unbeatable. Are you a karate kid?
★★★★★

LAST NINJA III

***System 3* £25.99 Arcade Adventure**

NEW

Will this martial arts saga ever finish? Concept is looking long in the tooth though the execution is bang up-to-date. Possibly the best beat'em-up for avid explorers.
★★★★

LEMMINGS

***Psygnosis* £24.99 Arcade Puzzle**
Take command of the wackiest collection of misdirected death-wish rodents ever seen your screen. Click on a series of icons to make your cute little Lemmings perform potentially life-saving skills like digging tunnels, climbing, building bridges, and so on. One of those games that will grab you until you've completed it. Psygnosis and DMA Design are promising extra level disks and a brand-new sequel.
★★★★★

LIFE AND DEATH

***Software Toolworks/Mindscape* • £30.99 • Simulation**
Unique game where you can become a surgeon in charge of some unlucky patients with gut ache! If only the operations could stretch beyond the stomach…
★★

LORD OF THE RINGS

***Interplay/Electronic Arts* £25.99 Role Playing Game**

NEW

Fabulous interpretation of Tolkien's masterwork with point 'n' click icon interface and a series of graphic and text screens to push the fantasy story forward.
★★★

LOTUS ESPRIT TURBO CHALLENGE

***Gremlin* £24.99 Drive'em-up**
Surprise hit of the year! Similar look and feel to the C64 classic Pitstop II from Epyx. Features 20 competing cars, 32 cruel courses, pre-

>

cious pitstops and capital controls. Split-screen racing action for one or two players.

★★★★

LOTUS TURBO CHALLENGE II

***Gremlin* £25.99 Drive'em-up**

NEW

Eagerly-awaited sequel brings eight new stages and improved graphics. Like Sega's Radmobile coin-op, Lotus 2 also includes fancy weather effects like rain, snow and, most impressive of all, fog. In addition, four players can simultaneously compete courtesy of an ingenious link-up option. Some players have complained about the feel of this one, so try both games before you decide.

★★★★

MAGIC POCKETS

***Renegade/Mindscape* £25.99 Platform**

NEW

Overrated release which proves even the Bitmap Brothers can get it wrong. Customary excellence in graphics and sound let down by unrewarding play.

★★

MANCHESTER UNITED EUROPE

***Krisalis* £25.99 Sport**

Popular soccer game recently updated for the new international season. Features four-player option when used with special joystick adaptor. Arcade and management modes to suit everybody.

★★★★

MEGALOMANIA

***Imageworks* £30.99 Arcade Strategy**

NEW

Skillfully crafted action wargame with some super sampled sound effects and speech. Make your moves and watch hordes of little men run around the screen killing each other. The boys at Sensible Software have done players proud with a witty interpretation of the genre.

★★★★★

MEGATRAVELLER 1

***Paragon/Empire* £29.99 Role Playing Game**

Entertaining, absorbing release based around the popular RPG book. Contains loads of puzzles but not really written for beginners.

★★★★

MIG-29 FULCRUM

***Domark* £29.99 Simulation**

Ex-British Aerospace flight simulator team Simis created something for all those techie desktop pilots out there. First rate package which comes complete with a 128-page colour booklet full of information and photographs of the respected Soviet fighter. However, Fulcrum needs an injection of energy. A few more missions wouldn't have gone amiss, either.

★★

MOONSTONE

***Mindscape* £25.99 Beat'em-up**

Overtones of a role playing game set against a fantasy setting. Parental Warning! Loads of decapitations and disembowelments are in here.

★★

PACMANIA

***Grandslam* £N/A Arcade**

Perhaps the finest moment for the cult video game character. Pacmania is an old but competent conversion of the colourful Namco coin-op. Every bit of your screen is filled with pseudo-3D mazes occupied by nasty ghosties out to get our hungry hero. Excellent choice for younger players. Try some of the mail order companies in this issue if you're having trouble finding it.

★★★

PANG

***Ocean* £24.99 Arcade Puzzle**

Lashings of addictive playability and loveable laughs. Even better when played with a friend.

★★★

PGA TOUR GOLF

***Electronic Arts* £24.99 Sport**

Compete against sixty PGA Tour Pros in four-round tournament play. PGA Tour Golf has three authentic courses (Sawgrass, Avenel and PGA West) and a bonus fantasy course. Play against one to four human or computer opponents and see your best shots again via the Instant Replay. There are plenty of golf games available on the Amiga, but none of them come close to this classic.

★★★★★

POPULOUS

***Electronic Arts* £10.99 Strategy**

This is a bit of a rarity: original gameplay and graphics, critically-acclaimed and a commercial success! Everybody would like to be treated like a God but have you got what it takes? Actually become a digital deity and lord it over a growing number of followers. Decide who should be sacrificed in an earthquake and where people should settle down. Populous made people rethink the concept of strategy games. One of the finest examples of gameware and the sequel is promising to be even better.

★★★★★

POWERMONGER

***Electronic Arts* £29.99 Strategy**

From Bullfrog, the team that brought us Populous, this is another startling example of how original games can be created by designers who care. Life as a warlord is tough but immense fun. Spy on your enemies, bribe the meek and send in your troops to attack. Get the peasants to make food or invent something useful like agricultural machinery or destructive weapons. More of a 'real-world' simulation than Populous, with an incredible 3D representation of rivers, hills, settlements, people and battles which can be zoomed and rotated at will.

★★★★★

PREDATOR 2

***Mirrorsoft* £24.99 Shoot'em-up**

Disappointing game-of-the-movie reminiscent of the Taito Operation Wolf guns 'n blaster with four rather repetitive levels. Non-stop violence if you like that sort of thang.

★★

PRINCE OF PERSIA

***Broderbund/Domark* £24.99 Platform**

Arabian swordplay and hijinks with delicious sprite animation. Looks good, sounds good and jolly well does you good. Hey Broderbund, what about a sequel?

★★★★★

PRO TENNIS TOUR 2

***Ubisoft* £24.99 Sport**

Who needs Wimbledon when you can have the 'real-thing' all year round?

★★★★

RAILROAD TYCOON

***Microprose* £29.99 Strategy**

Build yourself a railroad empire in North America or Europe during the heyday of locomotion. Each territory has its own economy, products and resources. Players must choose the right train engine and rolling stock for the job and keep the equipment up-to-date. Newspaper headlines keep you informed of events which could bring in new opportunities for budding tycoons. Typical Sid Meier release with an exhausting amount of depth.

★★★★

RBI BASEBALL 2

***Tengen/Domark* £25.99 Sport**

Addictive simulation that hits all the bases. Perhaps other software houses should take note of how to expertly adapt a Nintendo video game to the Amiga.

★★★★

RICK DANGEROUS II

***Microprose* £24.99 Platform**

Rick is ready to greedily soak up your free-time. Beware, the game can be very frustrating to play at times.

★★★

ROBIN HOOD

***Millennium/US Gold* £25.99 Strategy Adventure**

NEW

Kevin Costner and Bryan Adams have made huge amounts of cash out of this legendary hero, so why shouldn't us Brits grab a slice of the pie? Robin Hood is an epic game, pleasing to both the eyes and ears.

★★★

RODLAND

***Storm* £25.99 Platform**

NEW

One of the most playable games to hit the Amiga in a long time. This Jaleco coin-op has been cleverly brought to life without losing any of the original appeal.

★★★★

ROLLING RONNY

NEW

Virgin Games **£24.99 Platform**

Unimaginative platform and pitfall romp from German coders. Donkey Kong makes a guest appearance in later stages.

★

SECRET OF MONKEY ISLAND

Lucasfilm Games/US Gold **£25.99 Adventure**

There's not much you can teach the George Lucas team about creating top-quality interactive entertainment. The Secret of Monkey Island is superb in every respect: gorgeous graphics, seducing sounds and heaps of humour. This swashbuckling pirate adventure has absolutely no typing involved and incorporates a terrific use of dialogue. Requires one megabyte of memory.

*****

SHADOW OF THE BEAST 2

Psygnosis **£34.95 Platform**

Ridiculously difficult gameplay, most impressive graphics and ever so overpriced. What else can we say? Oh yeah, Shadow of the Beast 3 will be here soon.

★★

SIDEWINDER

Mastertronic **£7.99 Shoot'em-up**

No-nonsense vertically-scrolling blaster with five levels of swarming sprite fodder. CU AMIGA even supplied a free copy of the game in the past! You'll probably have to look around a dusty old software shop to find it... just like the Yellow Pages advert.

★★

SILENT SERVICE II

Microprose **£34.99 Strategy**

NEW

Accurate submarine simulation set in the Pacific during the Second World War which could do with a dose of excitement.

★★★

SIMCITY

Maxis/Infogrames **£29.99 Strategy**

Influential urban planning simulation which looks slightly tired against the recent batch of god games. Now sold with EA's Populous. SimCity 2 should be here next year.

★★★★

SIMPSONS - BART VS. THE SPACE MUTANTS

Ocean **£24.95 Arcade**

\>>>NEW<<<

Shameful lack of imagination from the Manchester powerhouse. This carbon copy of the Acclaim Nintendo video game isn't going to impress anybody. Will somebody convert the superb Konami coin-op, please!

★

SPEEDBALL II

Imageworks **£24.99 Sport**

Based on the cult '70s movie, Rollerball, this game is easily the best Bitmap Brothers release thus far. Skillful mix of beat'em-up and a futuristic adaption of American Football. Possibly the last word in sports games, but we're willing to be proved wrong.

★★★★★

SPINDIZZY WORLDS

Activision **£24.99 Arcade Puzzle**

Marble Madness was one of the first games to be released on the Amiga, although we had to wait four years for the real thing. Fascinating game design.

★★★★

STAR CONTROL

Accolade **£24.95 Shoot'em-up**

This one had the crew at EMAP Towers hogging the Amiga when it first came out. Sort of like Asteroids for the 90's with some spiffy sound samples from TV shows of bygone years. Requires one megabyte of memory.

★★

STUNT CAR RACER

Microprose **£24.99 Drive'em-up**

Inventive and irresistible crash 'n smash race game with realistic suspension and handling of the hot-rod cars. Geoff Crammond, the brains behind Revs and Sentinel, produced some fast solid-3D graphics for the narrow suspended raceways. Grand Prix is his new attempt to simulate Formula One warfare. Stunt Car Racer is due to be re-released on budget.

★★★★★

SWITCHBLADE II

Gremlin **£24.99 Platform**

Finally, a platform slice'em-up which gives those pesky Japanese console video games a run for their money. Switchblade II is set across six enormous levels with over 600 screens of tense, claustrophobic challenges. Hack-tastic, mate!

★★★★

SWIV

Storm **£24.99 Shoot'em-up**

Kind of like a sequel to the durable Silkworm. Why can't all Amiga games be this smart?

★★★★★

THEIR FINEST HOUR: THE BATTLE OF BRITAIN

Lucasfilm **Games/US Gold £24.99 Simulation**

Thrilling and historically accurate air combat simulation set during the crucial summer months of 1940. Players have the choice of flying eight famous planes including the Supermarine Spitfire, Junkers 87 Stuka and Messerschmitt 109. Lots of special features like a mission editor and replay camera with VCR controls. Supplied with exemplary manual.

★★★★★

THUNDERHAWK

Core Design **£30.99 Arcade Simulation**

Near future chopper capers geared towards total action. A mix of slick 3D polygonal graphics and simple easy-to-use controls. There's no better helicopter sim on the Amiga at present. Another best-seller for Core Design. Yah-hoo!

★★★★★

TOKI

Ocean **£24.95 Platform**

Qualified conversion of the strange coin-op starring a monkey in the leading role. Marvellous bright backdrops and surreal sprites. Sadly, the basic gameplay isn't that varied.

★★★

ULTIMA V

Origin/Mindscape **£29.99 Role Playing Game**

Every Ultima is a masterpiece in its own right and nothing short of wonderful. What's happened to the Amiga version of Ultima VI?

★★★★★

UTOPIA

Gremlin **£29.99 Strategy**

NEW

Despite a similar look to Populous, this is really SimCity in space. Can you construct the perfect place to live? Every game presents a new challenge.

★★★★★

VIZ

Virgin Games **£19.95 Sport**

A far better game than everybody was expecting. Adult fun which should annoy any of your prudish friends or relations. Players have the choice of playing Biffa Bacon, Johnny Fartpants or Buster Gonad in a race around the streets of Fulchester. Watch out for cameo appearances by The Fat Slags, Big Vern and Spoilt Bastard. Roger Mellie provides the live commentary. Fans of the comic will love it.

★★★

WARHEAD

Activision **£24.99 Arcade Strategy**

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★★★

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RIGHT, SAID MED

Mat Broomfield starts the first of a three-part beginner's guide to the superb music package, MED.

There have been numerous music packages on the Amiga, but none have generated as much excitement as MED. As the package appears a bit daunting at first glance, we're going to explain the rudiments so that even the least experienced users can create their own tunes...

GETTING STARTED

MED is available from any good stockist of Public Domain software.

Once the program has been loaded, you'll notice that the screen is split horizontally into three strips, the bottom strip containing two equaliser grids, of which the left-hand one indicates the instruments that are currently playing, and the other indicates the pitch and channel of the notes.

The top quarter of the screen contains all of the many commands and control icons which allow you to access the numerous functions of *MED* . This section of the screen often changes as you access commands which then call up their own sub-menus.

The remaining section of the screen contains the block editor, it is here that most of your compositions will be created.

Before you can create a tune you'll need to load an instrument, it's for this reason that *MED* defaults to the files menu when it loads.

LOADING AN INSTRUMENT

MED's file menu consists of two parts: the files window on the left-hand side of the screen and the control options in the centre of the screen. You'll notice that the files window initially contains a list of all available devices, such as disk drives, memory buffers and assigns. To load an instrument, insert your instrument disk into either disk drive and click on the appropriate drive name in the files window. For example, if you put your instruments disk into your external drive, you would click on (DF1:) or (DF2:).

After a short time, the information in the files window will change to show you the contents of your instruments disk. Individual files are coloured black, directories (which may contain further files) are white. Use a bass guitar, a stringed instrument and something like a flute. Click on the instruments directory to reveal several sampled instruments. Click on bass guitar (Bass) to select this as the instrument you want to load.

If you look at the control options in the centre of the screen, you'll notice beside the word 'Load' that you can choose to load a song, an instrument, or an ST-Mod. Loading an ST-Mod allows you to load a *Master Soundtracker* compatible module.

For now, simply click on the word 'Instr' to load the Bass sample that you selected earlier. If you look below the files window, you will see a narrow status bar containing two four-digit numbers divided by a backslash (/). Beside these are a pair of three-digit numbers also divided by a backslash, and a two-digit number, either 12, 23, 34 or 45. Beside this is an E (for Edit), SP (for Spacing), and CHRD (for Chord). Finally, after a small grid containing sixteen squares arranged in two parallel rows, is the instrument number and name.

If you followed my earlier instructions for loading an instrument, the number should be 01, and the name beside it

JAZZ
-HIP-HOP-
optional
music ('m
sequences
pitch or
rhythm o
singing
printed mu
any sequ
harmoni

should be 'Bass'.

THE KEYBOARD LAYOUT

Your Amiga keyboard has been configured by *MED* so that it represents a two octave piano keyboard. Letter Z is equivalent to the note C natural, and letter B is equivalent to the note B natural. All the other keys on the same row follow the logical piano keyboard progression. Ie, Z=C natural X=D natural, C=E natural etc. The keys on the row above (A to ;) are equivalent to the black keys on a piano keyboard, and represent sharp and flat notes. The whole layout is repeated on the two rows above, starting at the letter Q, and the number 1.

ENTERING NOTES

Now we want to enter some notes to make our tune. We're going to use *Crockett's Theme* by Jan Hammer because it uses a number of *MED*'s different functions.

If you look at the block editing window you will see a row of numbers down the left-hand side of the window. These numbers represent note positions. Beside these numbers are four tracks comprising eight characters each. These represent the four sound channels through which you can play notes. In their default (blank) state each set of characters consists of three dashes, a space and four zeros.

When you enter a note, the three dashes change to show the name and octave of the note that you have entered. For example the note F sharp in octave 1 would be displayed as F#1 0000. Similarly, C natural in octave 4 would appear as C-4 0000.

The four zeros are the command section of each note. By entering special numbers and letters in the second, third, and fourth positions, you can totally change the way the note sounds. The first position shows you the current instrument number.

The octave number of the note tells *MED* how high or low in pitch the note should be. Octave 1 is the lowest and is equivalent to pressing a key on a piano keyboard towards the left-hand side. Octave 5 contains the highest pitched notes. Although there are some exceptions, each octave generally starts at the note C natural, and includes every note up to B natural.

You can change the current octave number by pressing the function keys F1-F4.

Using the cursor keys to move the red outline cursor, position it so that it surrounds the three dashes of the left sound channel in the block editing window. If the cursor is not beside the number 000, move it up or down until it is. Using the mouse, click once on the small letter E in the strip between the block editing window and the control panel at the top of the screen. This will allow you to enter new notes into the current block. You're now ready to begin entering the first tune.

Our piece of music features only low (bass) notes for the first 64 notes. Press F1 to set the keyboard to octaves 1 and 2. The two-digit number in the status bar should show 1 and 2 to indicate that these are the octaves in use. Now press the letter W once. As you can see, this places a D in position 000 of the first track, then moves the cursor down one position ready for you to enter your next note. Now press the following keys: O O O W O O O W O O O W O O O. If you should make a mistake, you can erase it with the Amiga DELete key.

PATTERN LENGTH

When you've typed the last letter, your cursor should be beside the number 016. You may have noticed that you keyed in the same group of notes four times. In actual fact, the intro to our tune features all of the notes that you just typed repeated three more times. Rather than typing every individual note, it's much easier if we simply end the current block at that point, then repeat it three times in the play list.

If you click on 'Play' from the control panel at the top of the screen, a new batch of options will appear. At the far left of these options you will see four arrows and the number 00 highlighted. This is the block play list. It represents the order in which the blocks of your song will be played. As you've only defined one block at the moment, you can only select the number 00.

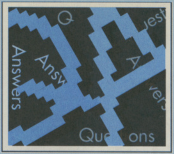
The arrows allow you to move through the block play list as it becomes larger. The two outside arrows take you to the start and end of the list, whilst the two inner ones only move you one position up or down the play list. For now, click on the inner down arrow. This will move you to an empty space below the number 00. If you now click on the plus (+) sign, another number 00 should appear beneath your cursor. *MED* will now play block 00 twice. Repeat the process two more times.

If you leave block 00 as it is, *MED* will play all 64 lines in the block. As we've only entered notes in the first 16 lines, there will be a long period of silence lasting for 48 lines. To avoid this, we can either tell *MED* to skip to the start of the next block in the play list, or we can shorten the block so that there are no empty spaces after the 16th note. This is the method we're going to use on this occasion.

Click on 'Block' in the control panel. Again a new list of options will appear. Look for the option called Lines which sets the number of lines in each block. There are two sets of arrows beside it. The double arrows increase or decrease the number of lines ten at a time, whilst the single arrows change the number of lines individually. Using the arrows, decrease the number of lines to 16. If you now return to the play menu and click on 'Play Song', you can hear how our intro sounds. Whilst it's playing, glance at the block play list. You should be able to see MED stepping through the blocks as it plays them. If you look at the status bar, you will notice that the four figures before the backslash are changing as the computer plays the song. These numbers tell you what position you're up to in the play list. The four digits after the back slash tell you the total length of the play list, four in our case.

Click on 'Stop Playing' to end the music. To return to the point that you were editing, use the cursor keys to move up and down the lines.

Next month in our special Blue Pages we'll be continuing with the song, giving you some samples and showing you how to add a couple of interesting special effects to your music. Stay tuned!



Martin Rayner is here to raise your spirits and ease your aching brains by answering some of your many questions this month.

HI-FI AMIGA

Is it possible to connect an Amiga to a radio or midi hi-fi to improve the sound quality? If so, what would I need and how much would it cost?

P.Hartley, Manchester

Yes, you can connect the Amiga to a midi hi-fi, or any other equipment that amplifies the sound signal. Many people connect the Amiga audio output to their TV modulators, thus directing the sound through their TVs, but to hear it at its best, you really should connect it up to an amplifier of some description.

All you need is a lead which runs from the auxilliary input on your hi-fi or amplifier to the left and right audio outputs on the Amiga (at the back). The Amiga requires male phono plugs, and these should also suffice for the hi-fi/amplifier end of things.

Some older hi-fis and amplifiers only accept male DIN type plugs, which are round and have five or seven pins. Dixons or Tandy (Radio Shack) should be able to supply the leads for less than five pounds. Simply ask for a phono to phono lead, or a phono to DIN.

Alternately Data Base Direct sells a miniature amplifier and speaker system called the *Sound Blaster*. This comprises a tiny desk-top amplifier capable of delivering 5 watts of power, and two good quality car speakers. Despite the small size of the unit it delivers quite an impressive punch. Price £44.95 from Data Base Direct, Ellesmere Port, South Wirral, L65 3EB, Tel:051 357 2961

GOOD SAMARITAN

I read an article in Questions and Answers (September 91) from a youth club in Bicester who required help/training with the use of the Amiga. As Bicester is only about ten miles from where I live and work, I would be more than willing to give up my free time to help the members of the club.

Steve Brown, Westcott

What a generous offer, Steve! I'm certain that Ann Mayo and her club will be thrilled to accept your kind offer which wins you a free subscription so that you can become even better informed than you already are!

AMOS QUERIES

PROGRAMMES

I'm writing in the hope that you can answer some of my questions about the *AMOS* packages. Does it need one megabyte of memory to run? If not, is there anything that you can do with one meg that you can't do with only half? Do the *AMOS Compiler* and *AMOS 3D* packages need *AMOS* to run, and do you need *Deluxe Paint* to draw graphics for use in these packages?

Also, does the compiler do anything else except speed up your programs? Do you know where I can get a half megabyte expansion and the *AMOS* programs?

Michael Mc Mahon - Eire

***AMOS* only requires half a megabyte of memory to run although you can use it more efficiently if you have more memory. For example, you can load graphics and sound routines into memory when programming so that you don't have to keep waiting whilst they load from disk. Programs written in *Amos* can also take advantage of extra memory in the same way, thereby making them more user-friendly.**

The compiler and the 3D extension both require *AMOS* to run. The compiler is designed solely for converting *AMOS* Basic programs into machine code. *AMOS 3D* is an extra module which allows you to design vector objects and manipulate them using additional *AMOS Basic* commands. It requires at least a megabyte of memory to work.

Although the primary advantage of the *Compiler* is the extra speed that's gained by converting your programs into machine code, it also has several other advantages. Programs which have been converted using the *Compiler* are self contained executable files. This means that they don't require *RAMOS* or any other module system to run them. Compiled programs are far harder for casual browsers to understand, therefore if you

don't want other users to have access to code you've written this may be an advantage.

It's not essential to use *Deluxe Paint* when creating graphics for use in *Amos*, but some sort of art package is a must. Because *Deluxe Paint* is the best normal art package available, it's certainly the most popular choice.

A pack is currently being launched which will feature *AMOS* and a half megabyte upgrade for under £40. It should be available in your local software shop now.

CD ROM DRIVE

I've been contemplating selling my Amiga 500 and buying a CDTV, but when I heard about the CD Rom drives I thought all my dreams had come true. I could use my Amiga and yet still have the advantages of CDTV. I could also copy CDs onto floppy disks and play audio CDs. Can you confirm whether these things are possible, and tell me if CDTV or the CD Rom are worth buying in the first place?

Tom Hull, Australia

To answer your last question first, the value of a CDTV or CD Rom drive is only as high as the pleasure it gives you or the effort it saves you. For one person it may be the best thing since sliced bread, whilst for another it may be totally unimportant.

The CDTV allows you to attach a standard Amiga floppy drive and boot from that. If you boot from Workbench, for example, its possible to transfer files from the CDs to a normal 3.5 inch disk. Programs such as the Fish PD collection, which comprises over 400 disks, can therefore be stored on a single CD. By booting from Workbench, you can then copy or load specific files as and when you need them.

COMPILATION DISKS

When I buy software, if possible I duplicate them and play with the copies so that if anything goes wrong I haven't destroyed my originals. The only trouble is, I'm spending a lot of money on blank disks when I could be using the money to buy PD software. Could you tell me if it's possible to copy more than one program on to a disk, and if so how?

P Hartley, Manchester

Before I answer your question, I must make one point: copying software without the publisher's express permission is illegal. Most software comes with an instruction manual that tells you whether or not you can copy it. If you're in any doubt phone or write to the relevant publisher to make sure.

Theoretically, it's easy to put more than one program on a disk. Unfortunately there are two factors which often thwart the would-be compiler: the primary factor is copy protection. This can take many forms but the end result is the same in most cases. Disks that cannot be copied or do not even register as Amiga DOS disks are a particular problem and without advanced programming knowledge (or an *Action Replay Cartridge*), this first obstacle is insurmountable.

The fact that you've already managed to make working back-ups indicates that your software is not protected, in which case you may still encounter the second problem – disk space. As software becomes more sophisticated, it requires more space to store. One possible solution to this, is to compress the individual files using a utility like *Powerpacker* or *Imploder*, both of which are PD. Using these, it is sometimes possible to compress files to less than 50% of their original size.

Once your files are compressed, check that they still run. Some programs object to compression and will not work. Assuming that there are no problems, simply copy them to your compilation disk (see CLImb Aboard, CU June for details) making certain that you also copy all required files. Many programs which run from Workbench and use commands in the C directory can share commands. In other words you won't need to duplicate all the commands onto your disk twice.

A1500 UPGRADES

I've decided to upgrade my A500 to the new A1500 but as I'm used to using three megs of RAM I'll need to boost the A1500 as soon as I buy it. What sort of RAM is best?

I know that some programs need fast RAM to function properly, and I've heard of a type of RAM called SIMMS as well as several other types. What's the difference?

Also, there are eight expansion slots on the A1500. Is it a case of slotting in a peripheral and bob's your uncle, or is there soldering involved? I have a 40 meg A590 with two megs of fast RAM installed, so is it also possible to take it out of its casing and fit it inside the A1500?

Alternately, should I just sell the lot and start afresh? If so, could you give me a rough idea as to how much I could expect for my system if it was offered for private sale? I have the following: A500 with half meg expansion, 40 meg A590, Cumana floppy drive, spare PSU, and

70 original games.

P.Ebbans, Walsall

There are basically four types of RAM chips available for the Amiga range: 256 kilobit chips, one megabit chips and one megabyte SIMMS modules. The primary difference between the first two is size. You'd need 32x256 kilobit chips to make a megabyte of memory, or eight chips worth one megabyte chips. The larger capacity chips require less power and are therefore safer if used in large quantities, however they're also slightly more expensive. SIMMS modules are actually small boards with chips already fixed into position. They're easier to handle, and there's less possibility of accidental damage when you're installing them. To the best of my knowledge there aren't any A1500 upgrades which are capable of accepting SIMMS, although the A500 GVP series of hard drives uses them. You can purchase upgrades from Power Computing, Silica Systems or Datel. According to which upgrade you choose, you can re-use the RAM chips from your A590 hard drive.

In theory you could re-use your hard drive (minus its casing and controller), but I've never heard of anyone doing it successfully or otherwise. Even if you successfully stripped your drive, you would still be left with the problem of how to safely mount it inside your A1500. Also, the A1500 and A500 Amigas use slightly different controller ROMs to determine how the drive responds to the machine. By the time you've bought a new controller, mounted the drive and risked the installation in the first place, you'd be better off selling your drive and buying a new one.

It's always very difficult quoting prices for second-hand computer equipment, but if I were selling your equipment I would definitely not fall below 75% of the current new prices for each item (except the games). I would definitely split the games and sell them individually, either through a boot sale, or in the small ads. In these times of recession, few people can afford the luxury of buying systems such as yours all in one go. Good luck!

CRANKY KEYMAPS

Having read your fascinating PD utilities Top 20 in the October issue I bought the *Setkey* utility to help me make my own menus. Unfortunately, it keeps locking up on me and I don't know why. It only seems to do it when I try to load a keymap in. Do you have any ideas?

Stu Nasmith, Stockton-on-Tees

I'm glad that you found our PD supplement interesting Stu. I've done some research on the *Setkey* utility and it seems that the problem arises because the utility was written using an American keymap system and expects all Amigas to use the same system. The easiest way to avoid problems is to load the utility from CLI, but before you do you must reset the keyboard so that it uses the keymap that *Setkey* is expecting. From CLI type Setmap usa0. You can then load *Setkey* without problems.

If you're going to use *Setkey* often, a better solution would be to put it onto its own disk, and include the Setmap command in the Startup-sequence. Your startup sequence would then look something like this:

Setmap usa0; sets the American keymap

Setkey; loads the *Setkey* utility.

CUSTOMISED WORKBENCH

I've noticed that your coverdisks and lots of other PD disks often use different coloured CLI windows, and different mouse pointers. How do you achieve this, or is it a trade secret!

Mr C. Cavaroli, Brentwood

No, it's not a trade secret, it's all due to the system configuration file. This file contains a lot of other information apart from the colours of the CLI and Workbench windows and the shape of the mouse pointer. It also tells the computer how sensitive the mouse buttons are, and how quickly the cursor moves, as well as information regarding the position of the windows in relation to the screen.

The system configuration is edited using the preferences utility on the Workbench disk. If you want to alter the configuration of a disk other than Workbench, here's how you do it:

1. Load the disk you want to alter until you get a CLI window. If you don't get a CLI window, hold the control key down, and press the D key repeatedly as soon as you start loading the disk. This should break into the Startup-sequence and allow you to type in your own commands.

2. Insert your Workbench disk and type Workbenchdisk:Prefs/preferences (no spaces) to load the preferences editor. Replace the word Workbench disk for the name of your Workbench disk, ie Workbench1.3. Note: On some early versions of Workbench, preferences is not located within the Prefs directory, if this is the case, find out where it is located and type that instead of the word prefs. For example, if it's located in the utilities drawer, you would type Workbench1.3:Utilities/preferences. The computer will ask you to replace your original disk so that it can load the system configuration file.

3. Change the preferences to your own choice. You can change the pointer by selecting Edit Pointer.

4. Select Save. The computer will automatically save your new settings back to your original disk.

As a matter of interest, the above solution is unlikely to work with a lot of commercial software because they don't use a system configuration file in the same way as normal AmigaDos programs. If you prefer, you can simply

copy the system configuration file from someone else's disk. You'll find it in the devs directory.

KEYCAPS QUERY

I've noticed that there are lots of extra commands on the front of the numeric keypad keys, (home, pg up etc). What are they for, because I can't make them work with any of my programs?

J. Banks, Carlisle

The keys are not intended for normal Amiga use, rather they come into action when a PC bridgeboard (PC emulator) is fitted. On normal Amigas, the keys merely produce the characters printed on their tops, but when in PC mode, they act as labour-saving 'shortcut' keys which move the cursor around more quickly.

SLOW DISKS

PROGRAMMES

I've noticed that as I put more and more files on a disk, especially Workbench, the disk seems to load everything much slower. Is there any logical reason for this, or am I doing something wrong? Help!

Wendy Gaynor, LLanberys

When you format an Amiga disk, it's separated into tracks and sectors. In essence, you're marking the disk off into lots of little boxes, each of which can hold a certain amount of information (256 bytes). When you write a file to the disk, it will fill up as many of these boxes as it requires, but this will usually result in at least one box being only partially filled. As you store more information, you'll end up with more partially-filled boxes. As the disk becomes full, the Amiga starts storing information in the remaining space of all these semi-filled boxes.

When the disk was empty, a 256 byte file may have been stored in a single location. When the disk is almost full, the same file may be spread across half a dozen locations. Therefore, to read the file when the disk is almost full, the disk drive head has to move to many more locations than when it was empty. Obviously this process takes up more time.

The solution to this problem is to optimise your disk. This process involves taking all of the data off your disk, and rearranging it on another one so that the files aren't spread over such a wide area. There are at least two commercial programs which can do this ; *Xcopy* and *B.A.D*, but there are also a number of public domain utilities, the best of which is called *Disk Opti*.

SAMPLE HISS

When I play sound samples on the Amiga they sound slightly muted and fuzzy. If I switch the power light off using the filter option on my sampling software, the sample sounds much sharper, but there tends to be additional hiss and crackle. How can I stop these irritating sound distortions?

Steve Bissicks, Chorlton-cum-Hardy.

The reason your samples sound fuzzy and muted is that the Amiga is actually running them through a high pass filter. This is rather similar to the Dolby B option on many hi-fi systems, in that it removes and softens much of the high frequency end of a sound. This is ideal for removing the hiss from tapes, or the crackles from old records. It also compensates for the inadequacies of poor quality samples. The only trouble is that, if your samples actually used the higher frequencies as an element of their waveform, they will also be suppressed, making them sound as if they were playing in a padded room.

If you switch the filter off, then you will hear the sample in all its glory. The problem is, most samples are not of a high enough quality without the filter, although many sound OK when played along with other instruments when your ear is not so receptive to the shortfall of any individual sound.

You can get round the problem by using a package such as *AudioMaster III* which allows you to filter the sound manually. Although this performs the same function as the Amiga filter, it's not as extreme, and you can decide the level of filtering.

A better solution is to resample the sound at a faster rate so that your sample is of a high enough quality to play unfiltered. Using *Audiomaster*, crackles can be edited out manually. In maximum magnification they show up as extreme peaks or troughs. Simply use the freehand edit mode to smooth these peaks out.

PRO DRAW

When I use *Pro Draw's Trace* utility to convert bitmaps into structured drawings, I find that it usually places a control point at every single pixel of a diagonal line. This is very frustrating because it means that I have to manually delete most of these points so that my images are small enough to be used without taking forever for the screen to update. Do you have any suggestions?

Huw Markham, Stevenage

The solution to your problem is very straightforward. When using *Trace*, you'll notice the Fit option at the bottom of the requester. This specifies how closely *Pro Draw* will trace your original image. If you set the figure to a higher number, say three or five, *Pro Draw* will not add as many control points as in its default setting of one-and-a-half.

If you have any questions of a remotely technical nature, Martin will do his best to answer them. If you have any tips, or can offer advice in response to a previous letter, then your expertise could win you a CU subscription. Send your letters to: Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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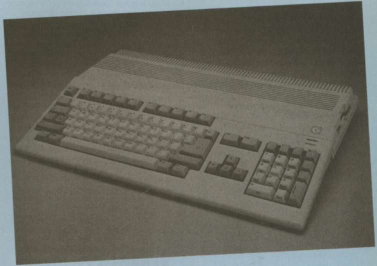

ROBOSHIFT COMPETITION

Over 150 entrants wanted to grab some smart mouse/joytick switches. The correct answers were: (1) B – The first Mickey Mouse cartoon was Steamboat Willy (although as a couple of readers pointed out, it was only the first to be distributed, there were two other cartoons made before that). (2) C – Konix do not make mice. (3) B – Robocop is made of Kevlar (not tungsten as most readers thought).

The winners were:
Joseph.E.C.Wilkinson – Cwmbran, **S.R.Price** – Rhuddlan, **J.P.Bennett** – Stockport, **Ray.P.Jones** – Manchester, **N.Hastings** – Colchester, **Matthew Johnson** – High Wycombe, **Craig Johnson** – Penkhull, **C.Jacques** – Acomb Park, **A.Howe** – Whitley Bay, **B.Newnes** – Ellesmere Port, **Lee-Patrick Mahon** – Gwynedd, **Treffry Hine** – Fleet, **D.Newton** – Darlington, **Tim Ball** – Whetstone, **Will Jones** – Fishguard, **S.A.Davey** – Barry, **W.Walker** – Sedgeley, **S.Gratrick** – Welton, **N.Aeem.Ahmed** – Eastham, **Les Hamilton** – Euxton, **M.Wright** – Staple Hill, **G.Harding** – Gillingham, **C.Stubbs** – Leek, **J.M.George** – Rochester, **Miemo Penttinen** – Helsinki, **Ackx Stefan** – Heist Alzee, **Mike Carr** – Rochdale, **Peter Lloyd** – Thornton, **James Eaglesfield** – Hemingbrough, **Paul Clifton** – Swindon, **C.Frostick** – Cheemes.

ID COMPETITION

This one, for a pretty colour printer, attracted over 400 hilarious tie-breakers. There were many wordplays on the turtles and artist aspects of the compo, and the winning tie breaker came from **David W.Rimmer** whose tie breaker was: 'I think that Raphael is... going to taste best if served piping hot in a bowl with plenty of wholemeal croutons and a flagon of Old Geriatric cider to wash him down'. The correct answers were (1) D; (2) C; (3)A ; (4) B.

MAN-MACHINE COMPETITION

There were 37 entries in this competition. The winner, **Steven Frazer** from Torquay, managed to make 73 words from the letters Man-Machine. We did receive entries which claimed more words, but they either arrived too late, or contained invalid words. The other winners were: **Paul Leach** – Glossop, **Richard Baron** – Peterborough, **Meryam Syed** – London, **Jason Mills** – Tupsley, **S.J.Faulkener** – Longlevers, **D.J.Lawton** – Crewe, **David Clark** – Stockton on Tees, **P.Reynolds** – Walkley, **Colin Yarnall** – Wilmslow, **Phil Bell** – Benton.

MAGIC POCKETS COMPETITION

We received a record 4,128 entries for this superb prize of a CDTV. The lucky winner was **Richard Babbington** of Canford Crescent in Codsall, Wolverhampton.

WMS COMPETITION

Nearly 170 people tried their luck. The correct answers were (1) False (2) False (3) True (4) False. The three first prizes were scooped by: **S.Johnson** – St Neots, **Michael Dowler** – Eccleston, **Paul.G.Richardson** – Seaham. The ten runners up were: **T.Saxon** – Covingham, **K.Carman** – Ruthin, **Steve Wood** – Barking, **Ray.P.Jones** – Manchester, **Ben Usher**- Harpenden, **Ian Billcliff** – West Ardesley, **L.Harrison** – Bicester, **P.Stewart** – Benson, **Michael Warner** – Lowestoft, **Jonathan Maynard**-Eye.

ROMBO COMPO

Some 850 peeps decided they'd like to win a complete digitising kit from Rombo. **Kristian Maanstrom** from Hameenlinna in Finland was the eventual winner. The correct answers were (1) C (2) A (3) C.

CITIZEN COMPETITION

Only a few of the 634 entries noticed that the answer to the first question came in two parts; the Citizen prints at different rates according to print quality! Here are the correct answers: (1) 120CPS in draft mode and 40CPS in letter mode (2) 24 pins (3) Courier Times and Roman, 4. 2 million (5) Prospector

The winning entry came from **Kevin Patton-Smith** of East Dereham.

HELPLINE

ENQUIRIES

GREAT GIANA SISTERS

Can anyone help me. *The Great Giana Sisters* is driving me mad. Could anyone send in a cheat for infinite lives?

Also, does anyone have a cheat for the original *Super Cars*? I have the cheat where you enter your name as RICH, but I run out of money when I get to class three.

Daniel Baker, R1

GREMLINS 2

Can anyone tell me where the key is that opens the door on the fourth level? I think I've searched everywhere.

Sarah Moran, R2

THE IMMORTAL

Can someone please help me? I'm stuck on level 4. The girl has told me to put 'three rings clockwise around the triangle', but nothing I do seems to have any effect.

John Saddington, R3

VOODOO NIGHTMARE

I still can't complete *Voodoo Nightmare*. I think I have cracked the Eagle Temple, but I can't get out. I can't get into the Ape temple either. Can anyone help?

Adrian Bernascone, R4

SUPER MONACO GP

Can anyone send me in a cheat for infinite time for *Super Monaco*?

Sean Rains, R5

CADAVER

After months of effort and constant hair pulling I have at last reached the fifth, and final, level or *Cadaver*. The only problem is that when I confront Dianos I can't kill him. All I can come up with is a potion of immortality to protect myself from Dianos' final spell. When he casts it the word Bitmap appears and the computer locks up. Please can someone tell me how to kill Dianos. The mind blast has no effect, even with a strength rating of 189, banish spells do nothing and I can't get my wands into his lair.

David McKane, R6

P-47 THUNDERBOLT

Can anybody tell me how to get through this game? I really need a cheat for infinite lives.

Kjetil Carlsen, R7

ROCKET RANGER

Does anyone have a poke or tip to help me get past the last couple of factory guards? The first few guards are easy to deal with, but the last two could give Mike Tyson a run for his money.

Pete Banasik, R8

THUNDERCATS

I can get to level 14 with seven lives, but then I come to a massive wall. Does anyone know how to get past it?

S Light, R9

BARBARIAN 2

I can get as far as the caverns on level two, but no further. Does anyone have a cheat for infinite lives?

Michael McHugh, R10

ELITE

Could someone tell me the name of the planet where you receive more information on the Constrictor in mission one?

T Martin, R11

RAILROAD TYCOON

Every time I play this game I end up $10,000,000 in the red. Has anybody got a poke for unlimited funds?

A Jones, R12

THE LOST PATROL

I cannot get past the second village on *Lost Patrol*. I've collected 350 rounds of ammo, 15 claymores and 30 grenades. Can anyone help?

Mark Evans, R13

THUNDERBLADE

I have been playing this game for quite some time now and I can only get to the second stage. Has anybody got a cheat for infinite lives or energy?

Wesley Percival, R14

CORPORATION

I can't find the fuse box which is mentioned in the manual despite playing this game for an absolute age. Can anyone tell me which floor it's on?

Thomas Haukebo, R15

SPACE ACE

Can anyone give me any help with this game? I'm stuck on the second level and have no idea what to do next!

Victoria Scott, R16

OOZE

Does anyone know how to switch the lights on in the house? I can't do anything. Nothing I try works.

Brendan Raymond, R17

ELVIRA

Please can someone tell me if there is a poke or cheat for infinite strength in *Elvira*? I can get half way through the game before I start running low on energy.

P Maskell, R18

CASTLE MASTER

I cannot progress any further than collecting five pentacles and five keys, because I can't find the other two entrances to the caverns. Can someone please send in a map or the location of the entrances?

Roger Harris, R19

PRINCE OF PERSIA

What can I do with my reflection on level twelve? When I kill it I lose all my lives.

Carl Billings, R20

X-OUT

Does anyone have a cheat or poke for infinite lives? I've heard there's a cheat where you place a spaceship on the shopkeeper's face, but I can't get it to work.

Roger Williams, R21

BUBBLE BOBBLE

I know this is a very old game, but I've had it for years and I still can't get past level 37. Could someone please send in a poke or hack for infinite lives or to skip levels?

Paul Simmons, R22

JAMES POND

Is there any type of infinite lives poke for this game? I've been playing it for ages and still can't get anywhere.

Fred Alwall, R23

BRAT

I've got loads of pokes for this game, but I would like to be able to play through it. Has anyone got a cheat to give me infinite lives?

John Mayhew, R24

ROGUE TROOPER

I was unfortunate enough to have been given this game for my birthday, and I can't get very far. Can anyone help me

out with a poke or tips?
Sid Jemson, R25

DEFENDERS OF THE EARTH

I didn't think the bad guys were supposed to be able to win, but they beat me every time. Can anyone help?
Geoff McGinty, R32

SATAN

Despite invoking the powers of darkness to help me with my quest I still can't get anywhere. Can someone help me get out of hell's kitchen with an infinite lives cheat?
Mark Whittle, R26

TURRICAN

Help! The forces of evil are walking all over me. I desperately need a cheat for infinite lives or to skip levels. Is there one to give me infinite shields?
Shaun Wallsy, R27

SWIV

Is there a cheat for this game? My friend told me to type in NCC 1701 but nothing happens. Am I doing something wrong, or has my mate made a mistake?
Phillip Barton, R28

WHO FRAMED ROGER RABBIT

This is an extremely old and cheesy game which I'm not very good at. Can anyone help me out with a poke or a cheat?
Alan Roberts, R29

KICK OFF 2

My brother keeps demolishing me with scores that reach double figures. Can anyone give me a fool-proof method of scoring goals?
Mark Whittle, R30

OPERATION WOLF

Level two is almost impossible to complete. Has anyone got a poke or cheat to help me keep on blasting?
Sarah Parker, R31

HAMMERFIST

Does anyone have an infinite lives cheat for this game? I think I'm about halfway through, but can't get any further.
Richard Payne, R33

LASER SQUAD

Has anyone got a poke which will give me unlimited credits, or make the squad impervious to weight limits?
A Tunstall, R34

MOONWALKER

I like Jacko's music, but I'm no good at his game. Can anyone give me advice on how to get past the third level?
Adrian Wright, R35

LINE OF FIRE

I can't help being trigger happy with this game. Unfortunately, that leaves me short of ammunition. Can anyone help me?
Terry More, R36

WRATH OF THE DEMON

Every time I come across something remotely large I get killed! Can someone give me some advice on how to kill the big monsters or, even better, a cheat to make me indestructible?
Gareth Poole, R37

DEATH TRAP

I really like this game, although I can never collect enough magic potions to create the really powerful spells. Is there any way to boost your spell power to maximum or to make the main character indestructible?
Ciaron Pearson, R38

ARKANOID

I've just bought this game on budget and think it's really good, although I can't get past the tenth level. Does anyone have a level skip cheat?
Rik Rogan, R39

DOUBLE DRAGON 2

I don't think this isn't a very good game, although I really want to finish it. Does anyone have a cheat for infinite lives?
Steve Moran, R30

RESPONSES

IT CAME FROM THE DESERT (Q2)

The Queen Ant's hideout is the M1 mine. But you first have to kill all the ants in the surrounding area before you can enter it.
Ryan Matthews, Kendal

FANTASY WORLD DIZZY (Q5)

I don't know a cheat for *Fantasy World Dizzy*, but if you can get past the dragon the rest of the game is easy! Use the three keys to get the lifts working. Go up to the top of the tree house and talk to the elder. He'll give you a crowbar. Take the pygmy cow and open the well with the crowbar. Swap the cow for the bean and collect the fourth key. Remember to pick up all the coins you come across as you can't complete the game without them.
John Holmes, Hull

HUMAN KILLING MACHINE (P5)

Move quickly towards your enemy, bend down and either punch or trip your opponent. Keep doing this until they're dead. If they manage to push you away, move closer and continue your attack.
Claire Dinham, South Wales

PP HAMMER AND HIS PNEUMATIC WEAPON (P15)

Look for an open door, reboot the demo if you can't find it. Enter your name as Jason and enter the code as CRHIGGAG. You will now start on level two.
Amrit Bhachoo, Maidenhead

ACTION FIGHTER (P24)

Type in ZBACKDOOR on the high score table to get infinite lives and energy.
Amrit Bhachoo, Maidenhead

ZAK MACKRAKEN (P29)

To find the lighter, pick up the first passenger seat in the plane. It should be hidden underneath.
Kjetil Carlsen, Tanager

F18 INTERCEPTOR (P32)

Fly towards the downed pilot as slow as possible. Use the radar set for two miles or the look down view to locate the pilot. Fly over him as slow as possible and eject the rescue pod.
Mark Peacock, Essex

STRIDER 2 (P33)

Play the game, then type in SWIFT. Press E, D or hold down the left shift key and Help to get infinite lives.
Sean Rains, South London

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

inside information

What's hot and what's rot? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

EVERYTHING YOU WANTED TO KNOW... ABOUT VIRUSES

Just like their biological counterparts, computer viruses can vary in strength and virulence. Some are relatively benign, whereas others cause a gradual loss of data then a cryptic message suddenly appears on the screen for no reason, and finally, software can refuse to work.

How can you tell if your software collection has been infected ? The 'subculture' of viruses dates back to the early seventies when they started to appear on mainframe computers, but the computer virus didn't hit the headlines until the late eighties when the dreaded Friday 13th strain caused havoc amongst the business community. So, what actually is a virus? Viruses are programs created by hackers out to show people how clever they are by erasing data on their disks. Once an infected disk has been used, unless a virus killer or a hard reset is used, the virus will remain, hidden somewhere inside the operating system of your Amiga, replicate and work on any other unprotected disk which is accessed until the computer is switched off. If any of these newly infected disks are loaded in the future, they will, in turn, spread the virus.

TOP TEN VIRUSES

1. Saddam Link (File Link Virus)
2. Lamer Exterminator (Boot Block)
3. Travelling Jack (File Virus)
4. Revenge Lamer Exterminator (File Virus)
5. Scarface (File Virus)
6. Zeno Virus (Boot Block + File Virus)
7. Time Bomber (Formatter)
8. BSG9 (File Virus)
9. IRQ (File Virus)
10. Revenge (Weird Effects)

TOP THREE VIRUS KILLERS

1. Virus Checker
2. Zero Virus
3. Master Virus Killer

To stop viruses infecting your disks always keep the disk write protected, no virus has been made that can get past this. As you receive a new disk, check to see if there is any virus on it first. All virus killers are Shareware and therefore available from any good Public Domain stockist. Beware of pirated software because it's far from unknown for this to contain viruses. You've been warned!

VIRUSES

SADDAM VIRUS

The recent conflict in the Gulf started a new line of viruses, all with names associated with the war. Saddam was the one that stirred a lot of interest, this has the ability to infect every file and disk structure of a DOS disk. The virus was hidden in a special Disk-Validator, removing this file would corrupt the infected disk.

LAMER EXTERMINATOR

Easily the most common viruses are those that infect the crucial bootblock sector of a disk. Being the easiest virus to find and kill they are also the simplest to spread from disk to disk. Lamer Exterminator seems to be the most popular and is also incorporated in various PD utility programs. These, of course, infect the Amiga after use.

TRAVELLING JACK

Probably the first link virus to cause problems was Travelling Jack. Sadly, this program is still untraceable with most virus killers. TJ will contaminate every file that is loaded on a DOS disk and will contaminate the same file every time it is accessed. After using the DIR command several times you will notice that the file has grown every time and will eventually fill the entire disk.

REVENGE LAMER EXTERMINATOR

Much the same as Travelling Jack but does not infect the same file twice. Most virus killers will find this one without much trouble.

SCARFACE

No need for Al Pacino to worry about his namesake. Hardly anything is achieved with this one except a few little messages informing the owner of the contaminated machine that something is lurking around in the dark depths of the Amiga.

ZENO VIRUS

Incorporating a link and a bootblock virus, Zeno will infect your machine even if it's inserted into a second drive after resetting this machine. Almost the same as Saddam Link but is easily found with most virus killers.

TIME BOMBER

Formatting disks is very standard but for something a little different you could use Time Bomber. this will format a disk and, after a couple of loads, it will mess with the disk structure and corrupt the disk.

BSG9

Another link virus with hardly any differences to the rest. After loading a infected file, BSG9 will then spread to other files.

IRQ

A similar link virus, so we'll move onto the next one.

REVENGE

Bootblock viruses don't normally do much but with Revenge you will notice some weird effects, including an obscene mouse pointer...

VIRUS KILLERS

VIRUS CHECKER

Checking your disk for a possible virus requires a good virus killer. Virus Checker is the latest and thus includes a Saddam Virus remover that will restore your disks to full working order. It will also find over 150 other notorious viruses and is capable of learning all new viruses. Stays resident to safe-guard the machine from viruses lurking on other disks as they are inserted.

ZERO VIRUS

Saving original bootblocks for backup, just in case an original game becomes infected, is easy with Zero Virus. Attempts to restore the game to work properly, can find most viruses with no problems.

MASTER VIRUS KILLER

Similar to Zero Virus but will stay resident in memory and inform you of any virus trying to infect the machine.Version 2.2 is excellent for wiping out viruses.

TOP 100 AMIGA GAMES

★★★★★ **supreme** ★★★★ **excellent** ★★★ **good** ★★ **fair** ★ **dodgy**

1 Jimmy White's Whirlwind Snooker (Virgin Games) £29.99 ★★★★★
2 Thunderhawk (Core Design) £30.99 ★★★★★
3 Cruise for a Corpse (Delphine/US Gold) £27.99 ★★★★
4 Silent Service II (Microprose) £34.99 ★★★
5 Full Contact (Team 17) £9.99 ★★★
6 Bubble Bobble (Hit Squad) £7.99 ★★★
7 TV Sports Football (Mirror Image) £9.99 ★★★★
8 Secret of Monkey Island (Lucasfilm Games/US Gold) £29.99 ★★★★★
9 PGA Tour Golf (Electronic Arts) £25.99 ★★★★★
10 Kick Off 2: Return to Europe (Anco) £7.99 ★★★
11 New Zealand Story (Hit Squad) £7.99 ★★★★
12 Lombard RAC Rally (Hit Squad) £7.99 ★
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17 Shadow of the Beast (Psygnosis) £7.99 ★★★
18 Dragon Ninja (Hit Squad) £7.99 ★
19 Rainbow Collection (Ocean) £19.99 ★★★★★
20 Eye of the Beholder (SSI/US Gold) £30.99 ★★★★★
21 Terminator 2 (Ocean) £25.99 ★★
22 Pro Boxing (Codemasters) £7.99 ★
23 Ninja Rabbits (Microvalue) £6.99 ★★
24 Cabal (Hit Squad) £7.99 ★★★
25 Flames of Freedom (Microprose) £34.99 ★★★★★
26 Xenon 2 (Mirror Image) £9.99 ★★★
27 F15 Strike Eagle II (Microprose) £29.99 ★★★★★
28 Conqueror (Kixx) £7.99 ★★★★
29 Indiana Jones and the Last Crusade (Kixx) £7.99 ★
30 Shinobi (Mastertronic) £7.99 ★
31 Little Puff (Codemasters) £6.99 ★
32 Magic Pockets (Renegade/Mindscape) £25.99 ★★
33 Defender of the Crown (Mirror Image) £9.99 ★
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35 Elf (Ocean) £24.99 ★★★
36 Lemmings (Psygnosis) ★★★★★
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51 Impossamole (GBH) £7.99 ★★
52 3D Pool (Mirror Image) £9.99 ★
53 Gods (Renegade/Mindscape) £25.53 ★★★
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60 Carrier Command (Mirror Image) £9.99 ★★★
61 Kick Off 2 - Winning Tactics (Anco) £12.99 ★★★
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85 Kick Off 2: The Final Whistle (Anco) £12.99 ★★★
86 Virtual Reality One (Elite) £34.99 ★★★★★
87 Daley Thompson's Olympic Challenge (Hit Squad) £7.99 ★
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96 STUN Runner (Domark) £24.99 ★
97 Double Dragon (Mastertronic) £9.99 ★★
98 Operation Wolf (Hit Squad) £7.99 ★★
99 Batman Caped Crusader (Hit Squad) £7.99 ★
100 Lotus Turbo Challenge 2 (Gremlin) £24.99 ★★★★★

Charts supplied by Gallup, ratings courtesy of the CU AMIGA crew.

TOP TEN USA GAMES

1 Secret Weapons of the Luftwaffe (Lucasfilm Games) [PC Only]
2 Eye of the Beholder (SSI)
3 Armour-Geddon (Psygnosis)
4 Vengeance of Excalibur (Virgin Games) [PC Only]
5 Lemmings (Psygnosis)
6 Railroad Tycoon (Microprose)
7 Castles (Interplay) [PC Only]
8 Jet Fighter 2 (Velocity) [PC Only]
9 Tony La Rusa Baseball (SSI) [PC Only]
10 Megatraveller 1 (Paragon)

Charts supplied by LOGiN magazine in Japan!?!

TOP TEN AMIGA PERIPHERALS

1 RocGen genlock •••
2 Seikosha SP-1900AL •••
3 ICD AdSpeed ••••
4 GVP HD8 Amiga hard drive •••••
5 A501 RAM expansion •••
6 Citizen Swift 9 - colour ••••
7 1084s monitor ••••
8 ATonce •••
9 Cumana one megabyte disk drive ••••
10 Citizen Swift 24 •••

Charts supplied by Silica Systems (081 309 1111), products rated by Technical Editor Mat Broomfield.

ROCGEN This is the biggest Roctec product and also the biggest-selling Amiga genlock. The RocGen is a fully functional Amiga genlock for just £119 inc VAT. Features include hardware fader for overlay and fade, allowing control over the extent. RocGen is compatible with all models of the Amiga. Very well built and housed in metal for added stability and robustness. In addition, RocTec is currently devising a low-cost A500 hard drive. Price and availability date to be confirmed.

DID YOU KNOW?

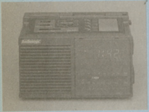
1 Manufacturers hold an annual competition to see who can come up with the silliest joy stick design/.
2 Poptabulous rapsters Two-in-a-Room dedicated a hit sin gle to joysticks -'Wiggle It'.
3 A typical joystick is more reli able than a Skoda gearbox... just!

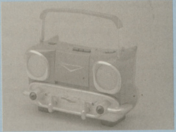
SimCity is being ported to the UNIX platform. Yeah, Maxis and Dux Software reckon users of big boring business computers can't wait to get stuck into a decent game. The award-winning SimCity lets players create their own cities, complete with homes, stores, factories, parks and sports stadiums. With good planning, the city will grow as 'Sims', simulated citizens, move in and build. Bad planning may result in a ghost town or arrest! An approval rating keeps you updated on your progress in winning the hearts and minds of the fickle Sims.

SINGING ALONG ON MY *AUTOMOBILE*

They've got style, class and make a lovely noise. Cruisin' Collectables from Randix Industries of Massachusetts are a groovy line of portable stereo radio and cassette decks styled after the classic '57 Chevy. And if that still doesn't grab you, what about those gorgeous illuminated parking lights!

"No one offers a radio this exciting," states Ron Ferris of Randix Industries, "The look of the '57 Chevy and the built in car horn make this a wonderful collector's item for the future."





Randix Industries also makes the smart Coca-Cola 'Sounds Cool' bag incorporating a radio and speaker. Bright red with a white Coke logo, this top piece of accessory is insulated so it can carry hot or cold food and drinks. Not only can you pack up your bag, you can listen to AM/FM radio sounds via the headphone socket or water-resistant 3-inch speaker.

Last, but by no means least, 'The Sound Sleeper' is an AM/FM digital clock radio which also simulates the soothing sounds of rain, waterfall and waves.

UP FOR GRABS...

Do you feel lucky readers? If you want to own a classic Cruisin' Collectible, just tell us if there's anything new you'd like to see in these beautiful bouncing blue pages. The first entry picked out of Steve James' cycling shorts will receive the gear. However, everybody is a winner because we'll implement any good ideas. Write down your most excellent suggestions on the back of a postcard and send it to: You Don't Want To Do It Like That, CU AMIGA, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Employees of EMAP Images are welcome to enter this competition... but they won't win anything.

WHY AREN'T THESE CLASSICS AVAILABLE ON THE AMIGA?

1. Pastfinder (Activision)
2. Koronis Rift (Lucasfilm)
3. Thrust (Firebird)
4. Dropzone (Archer Maclean/US Gold)
5. Forbidden Forest (Cosmi)
6. Knightlore (Ultimate)
7. Bruce Lee (Datasoft)
8. Aliens (Electric Dreams)
9. Lode Runner (Broderbund)
10. Fort Apocalypse (Synapse Software)

WHAT EVER HAPPENED TO?

1. Birds of Prey (Argonaut Software and EA's mega flight-sim previously known as Hawk)
2. Jeff Minter (Hippy program mer with an obsession for llamas and sheep)
3. Die Hard 2 (Grandslam's adaption of the Bruce Willis action movie)
4. Eugene Lacey (ex-editor of C&VG and Commodore User)
5. David Braben's Elite II, Ocean's Epic and Origin's Wing Commander

If you think we've left anything out in these lists... tough! Only kidding, send all your informative but informal contributions to Blue Lagoon, CU AMIGA, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ALL'S FAIR IN LOVE AND WAR

Punters after a bargain should pop along to one of the All Formats Computer Fairs between the beginning of November and Christmas.

"The regional venues have proved an outstanding success," confirms a spokesperson. "The All Formats Fair is truly ubiquitous, unpretentious and unique."

Er, quite. These bargain-hunting events are organised by a geezer who used to work for Imagine and Codemasters. Here is a list of the events left to run this year:

London • Horticultural Hall, Westminster •
November 3
Midlands • Motorcycle Museum, J6 off the M42, opposite NEC •
November 10
Scotland • City Hall, Candleriggs, Glasgow •
December 1
London • Horticultural Hall, Westminster •
December 14
Leeds • University Sports Centre •
December 15

All Fairs run from 10am to 4pm, admission is £4.

ALL FORMATS COMPUTER FAIR

THE WAY WE WERE...

THREE YEARS AGO

• Amstrad launched the disastrous games-orientated Sinclair PC2000... three years later and the Brentwood boy could be making the same mistake with the PC5286 games pack. Everybody knows the Amiga is the most cost-effective computer for entertainment and productivity.

• The Bitmap Brothers posed in-front of helicopters for gullible games magazines and, far more importantly, launched the spiffing Speedball.

• Mandarin released the first game to use 4096-colour HAM mode on anything other than the title screen. If only the programmers had attempted to stretch the gameplay of Pioneer Plague, too!

TWO YEARS AGO

• Xenon II (Imageworks), Batman - The Movie (Ocean) and Shadow of the Beast (Psygnosis) were riding high in the charts.

• Empire produced a soccer game endorsed by a promising young footballer from Newcastle. Gazza's Super Soccer delivered about as much as the real Paul Gascoigne has so far this season.

• Activision bosses caused one of our sister magazines a lot of grief after their review of the disappointing Ghostbusters II game.

ONE YEAR AGO

• Where are you baby? Newcomers Renegade promised a game based around the music-chart charming Betty Boo. "She's a perfect subject for a game," said a spokeswoman, "She has a kind of cartoonish image and is popular with the age group we'll be aiming at."

• EMAP Towers received a toy horse's severed head in a rotund tin can. Why? Birmingham-based US Gold had signed up the rights to the Godfather movies of course!

• After our less-than-favourable review of Total Recall, Ocean got down to some last minute changes and attempted a revamp. Unfortunately, it was, in fact, a dead parrot. As our illustrious leader Steve James said at the time: "Movies are about letting your imagination go rip - and so should games."

PROTECT AND SURVIVE

Worried about the increasing rate of house burglary? D. Marshall of Manchester has a neat idea for a new add-on for your Amiga which could help you sleep safely at night. This home security kit can be built by anybody with a basic understanding of electronics.

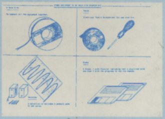
"Home security systems are big business these days which is why this one for the Amiga seamed a good idea to me," says Marshall. "I've included some rough drawings of what the system might look like."

To help explain his idea, here is a rundown of the Basic System:

- Interface adaptor to connect the Amiga to a connection box.
- Length of two core wire to connect the box to the switches and so on.
- A few different types of switch (micro, reed and pressure pad).
- Two software disks comprising tutorial and controller program.

In addition to the above starter pack there would also be many more add-ons which could be purchased, such as infrared senors, microphones, key pads and electronic locks.

Marshall adds: "Let's face it, who wouldn't want a system that could watch over their house, monitoring any movements and automatically setting off bells, flash lights, sound samples of a dog barking or even a speech warning intruders to leave!"



For further details, call D. Marshall on (061 737 2991) and tell him CU AMIGA sent you.

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Licensed to KILL?

Will 1992 witness the demise of the licensed game? Simon Jeffrey gives a personal view of a genre which, many claim, is now in a state of crisis. . .

By 1987, the Commodore Amiga was the machine that everyone wanted to own, and created a buzz unlike anything ever witnessed in the home computer industry. The ST was cheaper, but the Amiga carried with it an aura of magnificence, the stamp of a true market leader. These were heady days indeed. Software publishers were falling over themselves to get games on the market, and those early efforts were light years ahead of their 8-bit competition. This new generation of games didn't simply represent audio/visual enhancements of their 8-bit counterparts, they displayed a level of creativity not seen since the days of Ultimate Play The Game.

Four years on and the Amiga market place has matured somewhat. A plethora of formula games based on licenses and coin-op conversions has dominated the scene for the last year or so. Whilst a good many licenses, such as *Robocop* and *Batman* were class products a couple of years ago, the tastes of the buying public have evolved beyond the 'walk, duck, thump' mentality. Similarly, the majority of the Amiga coin-op conversions are little more than a poor compromise, they are conning people into buying something that the Amiga has no chance of realistically emulating.

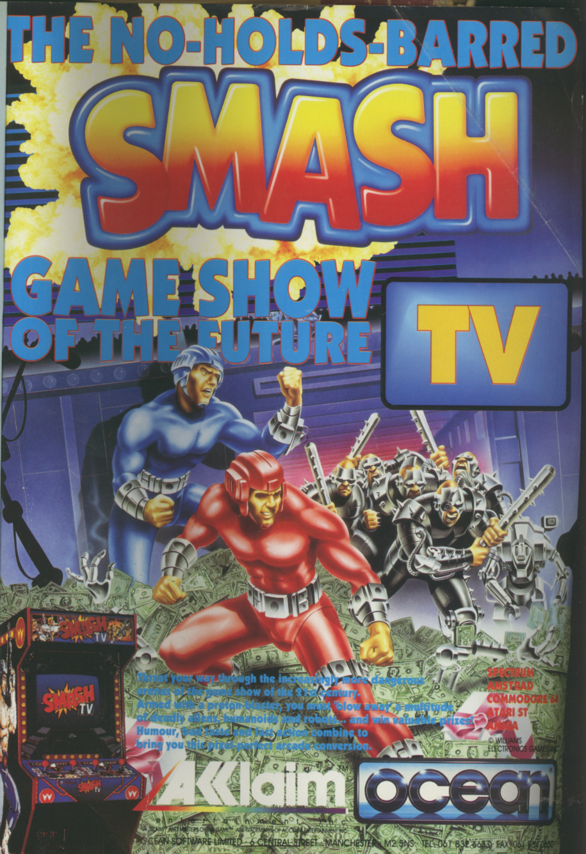
There will always be a case for conversions of those coin-ops which sell themselves on an addictive factor rather than graphical excellence. Some of the best Amiga games of recent times, such as *Rainbow Islands* and *Rodland,* fall into this category.

In the same vein, licensed games need not be bad. The majority of them are, but this need not be the case. Developers need to move away from the 'See the movie, buy the lunchbox, play the game' attitude, and design games that are truly representative of their license. A license should invoke the sense of being there; it should recreate those emotions actuated by the subject of the license. *Lord of the Rings* by Interplay is a good example – this genuinely feels like Tolkien's Middle Earth. There is no reason on Earth why a game has to be poor, simply because it's a license. It would be interesting to see a movie license from Core, Bullfrog or The Bitmap Brothers.

Most leading programming groups tend to work on original product, and for good reason. When developing a game based on a license, room for creative expression is immediately stifled. A storyline must be adhered to, a certain graphical style is needed, perhaps a particular tune must be used. All these contribute to hampering of artistic freedom, and a platform carrying the sophisticated specifications of the Amiga deserves more than that. The best novelists do not write 'the book of the film', they create their own work. The only way to keep truly talented people developing computer games, is to allow them to express their creativity through their own game designs.

Sega and Nintendo employ psychologists to work on their big titles like *Sonic* and *Mario.* They figure that the initial effort deployed in game design is recouped in terms of long-term sales and shelf life. For this reason, a lot of people will be getting Megadrives this Christmas. Sega's Megadrive is seen as fresh and exciting, and is steadily eating away the 16-bit floppy market, both current and potential, by attracting gamers away from computers and over to consoles, and at less than half the cost! The day has passed when anyone could release an Amiga game and expect it to sell on the strength of its 16-bit graphics and sound. In fact, it would be all to easy to draw comparisons between the current 16-bit floppy market and the Spectrum market just before its downfall. Standardisation in mediocrity, booming budget sales and little innovation. However, all is not doom and gloom. In fact, the outlook for Amiga gaming is looking rather rosier than it has done for some time. Recent chart success achieved by titles such as *Lemmings, PGA Tour Golf, Eye of the Beholder* and *The Secret of Monkey Island*, show that innovation and quality mark the way forward. With new games like *Populous 2, Utopia* and *Mega lo Mania* receiving such public adulation, all software developers have to sit up and take notice. It is no longer a case of what the public wants the public gets, but rather that the public is voting with its collective wallet and, ultimately, will determine the quality of new 16-bit software.

Simon Jeffrey is Marketing Manager for Electronic Arts.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